PLAYSTATION 2 MAGAZINE

PSM2

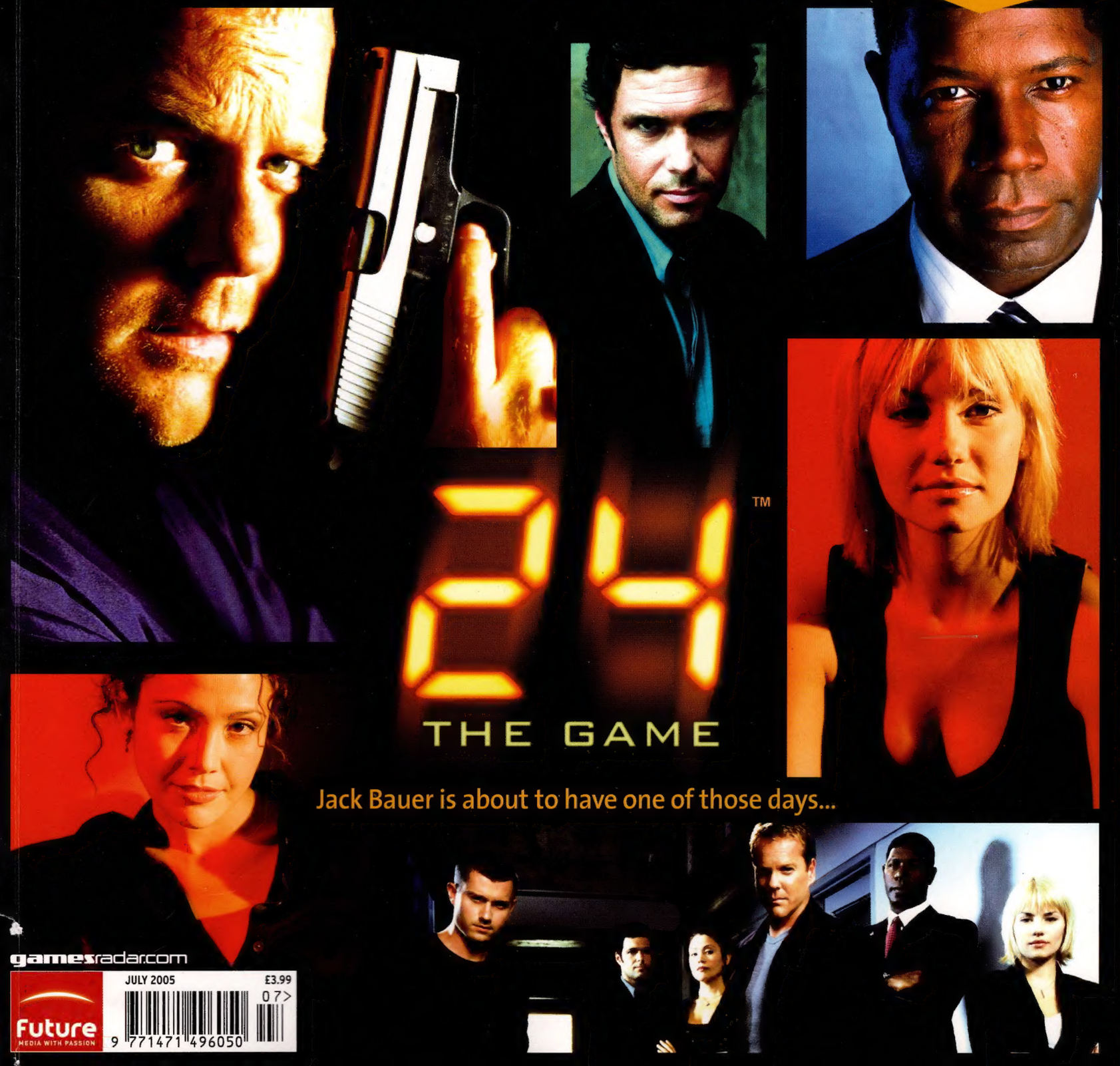
PLAYING PS2 LONGER, HARDER, FASTER

ISSUE 63 ■ MAG+DVD+TIPS BOOK ■ £3.99

E3 IS HERE!

SPECIAL REPORT
LIVE FROM LOS ANGELES

PLUS EVERY GREAT NEW GAME ON PS2, PSP AND PS3!



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THE GAME

Jack Bauer is about to have one of those days...

gamesradar.com

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Future MEDIA WITH PASSION

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Captured, tortured, left for dead...

... you await execution in a Chinese prison. However, a friend from your military past arranges your escape setting off a chain of events that could rock the very foundations of global security and wreak chaos on a worldwide level.

"Sony's Console may finally have its FPS Golden Gun" Edge

"One great big, grin inducing, gun-crazy spectacular" Official Playstation 2

COLD WINTER

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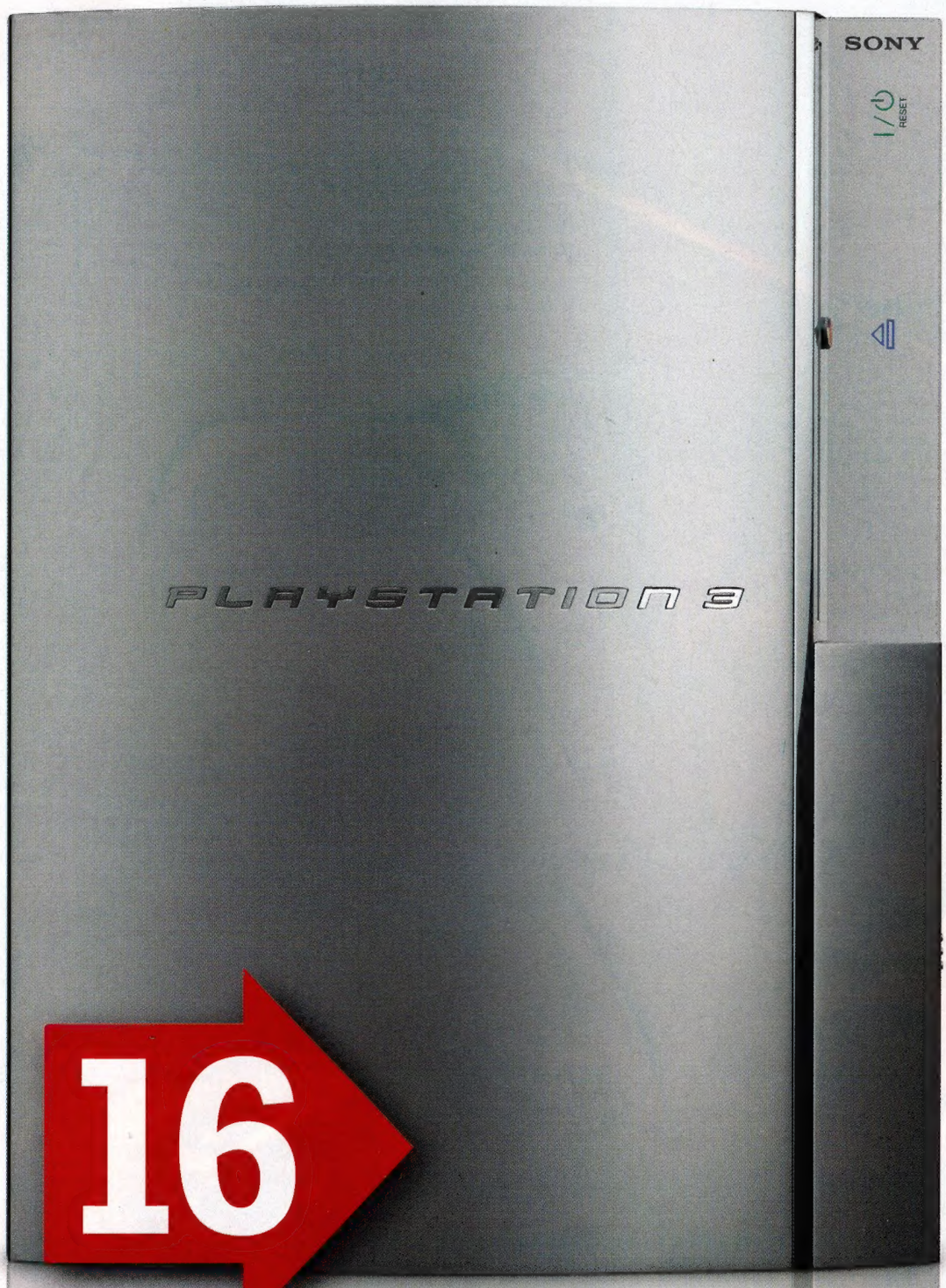

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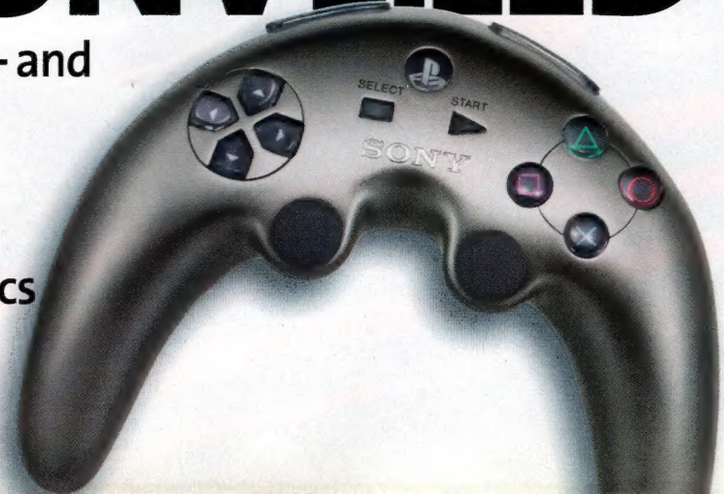
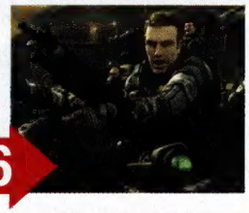


THIS MONTH YOU NEED TO READ...

THRILL ZONE

KILLZONE 2

You simply won't believe this. Check the astonishing PS3 sequel to *Killzone* here – and prepare to have your conceptions shattered...



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BURNOUT REVENGE

But let's not forget PS2 just yet – and certainly don't forget this, the sequel to the best racer ever – and it's even *better*.

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24 – THE GAME

Sony's killer PS2 treat for 2005 gets an exclusive PSM2 going-over. It's another godawful day for Jack Bauer...

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FEEL THE FORCE

STAR WARS EPISODE III

So it's here. But is it a force to be reckoned with? Or should it just Sith off? PSM2 takes the latest *Wars* game apart.

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YOU NEED TO WATCH...

ISSUE 63'S FREE DVD

THE MAKING OF SOUL CALIBUR III AND NEW GOD OF WAR FOOTAGE

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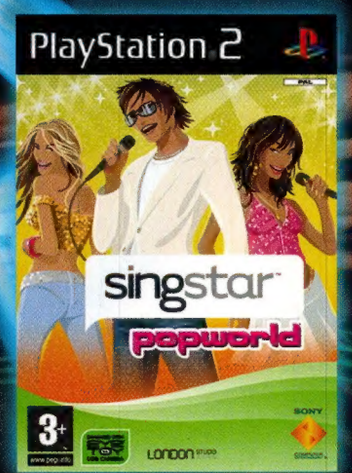
FREE TO PARTY



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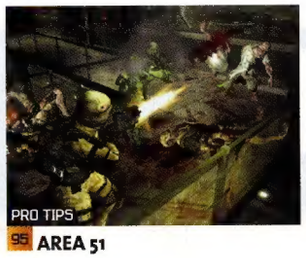

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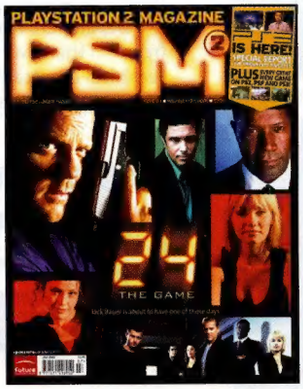

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PSM2

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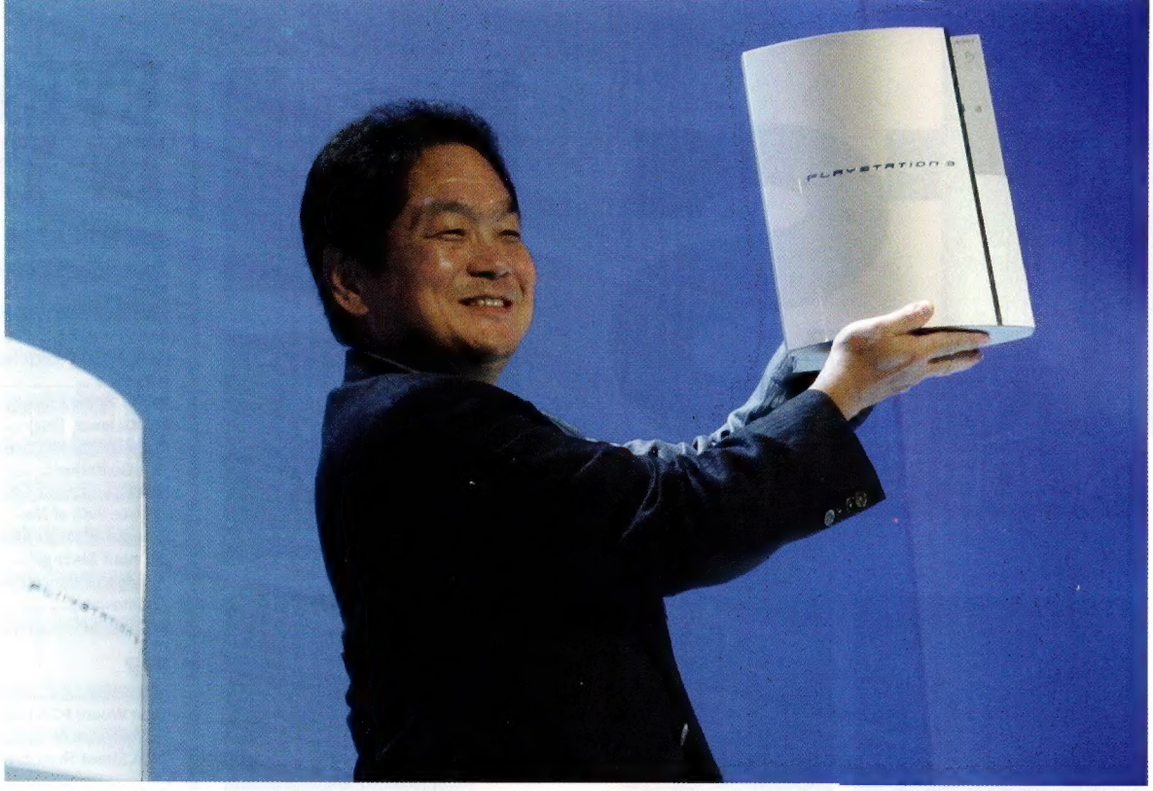


WELCOME TO THE NEXT GENERATION. THINGS WILL NEVER BE THE SAME AGAIN.

Allow us to take you back in time to Tuesday 17th May, 1am GMT. Editor Dan G is staring at PS3 in the flesh at Sony's pre-E3 conference in smoggy LA, but for the rest of the team, the story couldn't be more different...

1.14am. A hot room in the basement of PSM2 towers. We've been working for 16 hours straight, but, *finally*, it's here. PS3 is on a screen *right now* in front of us. We can barely believe it. Huddled around a projector TV, trying desperately (and unsuccessfully) to access the Sony conference via the electronic interweb, the non-E3-attending members of the PSM2 team almost lost faith in PS3. *Almost*. But then it happened. The first games were revealed and every jaw dropped in disbelief. Is that *really Killzone 2*? Can PS3 look this good? It's unreal. Scratch that – *too* real.

And it doesn't stop at graphics. Your PS3 will be capable of *so much more*. In fact, labelling it simply a 'games console' would be doing it a disservice. The IP camera, for example. Imagine being able to broadcast live across the internet 24/7, be it from sunny Hawaii or your bedroom, and be able to access it anywhere with an internet connection. Web blogs? Bah – PS3 lets you broadcast your life like the Truman Show.

Physics, too. Think of how *true* real-world physics will change the way we play videogames. It goes beyond rippling water, fluttering fabric and men with bendy limbs; environments in PS3 will change according to how *you* play. One tech demo shown at the Sony conference showed a lush glade actually *grow* in real-time, with flowers, grass and plants sprouting to life.

Developers working on PS3 titles will have more freedom than ever before, letting their creativity run wild. Technical constraints? A thing of the past. Storage issues? Gone. Blu-Ray discs give them 25 *gigabytes* of data to play with. The machine is also easier to develop for than the troublesome PS2 – it took the *Unreal* team a mere three days to get their engine running on PS3. What does it all mean? It's the best time *ever* to be a gamer. Things are changing, games are changing, the *world* is changing. So join us as we enter a brave new world of digital entertainment. We'll be with you every step of the way. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

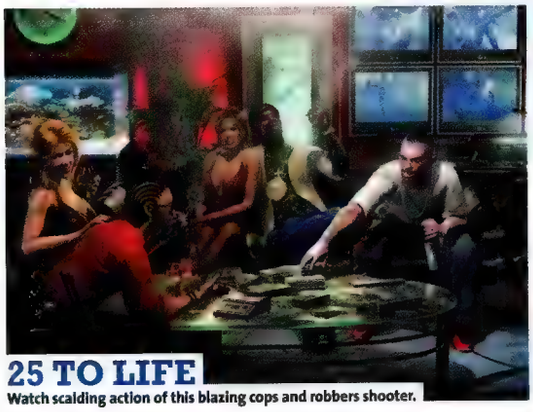
IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

BATTLEFIELD 2: MODERN COMBAT

Another war game, but up in the skies. Watch this hot footage.



25 TO LIFE

Watch scalding action of this blazing cops and robbers shooter.

LATEST

Just in! The very latest gaming vids

SOUL CALIBUR III

- BATTLESTATIONS: MIDWAY
- THE SUFFERING: TIES THAT BIND
- CRIME LIFE GANG WARS
- 25 TO LIFE
- NAMCO X CAPCOM
- TOTAL OVERDOSE
- BATTLEFIELD MODERN COMBAT
- THE NIGHTMARE BEFORE CHRISTMAS
- FEAR AND RESPECT
- NARC PHOTOSHOOT

HANDS ON

Exclusive footage from all the hot new games

GOD OF WAR

- LEGO STAR WARS
- THE REGIMENT
- FAHRENHEIT
- CASTLEVANIA: CURSE OF DARKNESS
- LA RUSH
- MORTAL KOMBAT: SHAOLIN MONKS
- NARC
- KILLER 7
- DYNASTY WARRIORS 5
- AREA 51
- COLD WINTER
- HAUNTING GROUND

REVIEWS

Reviews for new PS2 games with commentary

TEKKEN 5

- SPLINTER CELL: CHAOS THEORY
- MIDNIGHT CLUB 3: DUB EDITION
- FULL SPECTRUM WARRIOR
- KESSEN III
- ALIEN HOMINID
- RED NINJA
- ALTERED BEAST

DOJO

The best tapes we recieved this month

- BURNOUT 3 BY JESS WHITE
- SECOND SIGHT BY PAUL MCALLEN
- DEF JAM: FIGHT FOR NY BY ROBERT PAYNE
- DRIV3R BY JACK MAGGS

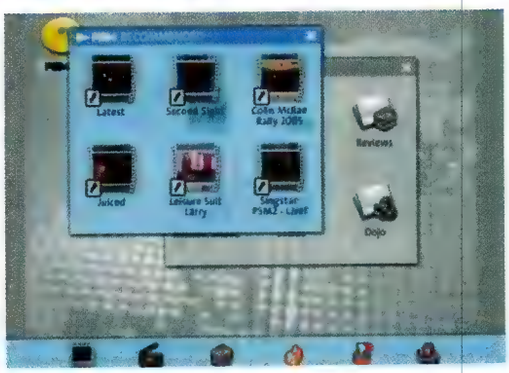
PSP

- SPIDER-MAN 2
- TONY HAWK'S UNDERGROUND 2 REMIX
- RENGOKU
- DEATH JUNIOR
- DYNASTY WARRIORS
- CODED ARMS

MAKING OF

- THE MAKING OF GOD OF WAR
- NARC VOICE-OVERS
- AREA 51 VOICE-OVERS

HOW IT WORKS



■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R2 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.

RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.

CREDITS: Find out who does what. And give them credit for it.

MORE NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. Next month we'll be featuring yet more of YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved. PLUS the latest games played to death!

QUOTE OF THE MONTH: "I'D LIKE TO GROOM MY VICTIMS WITH CORPSE MODE"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

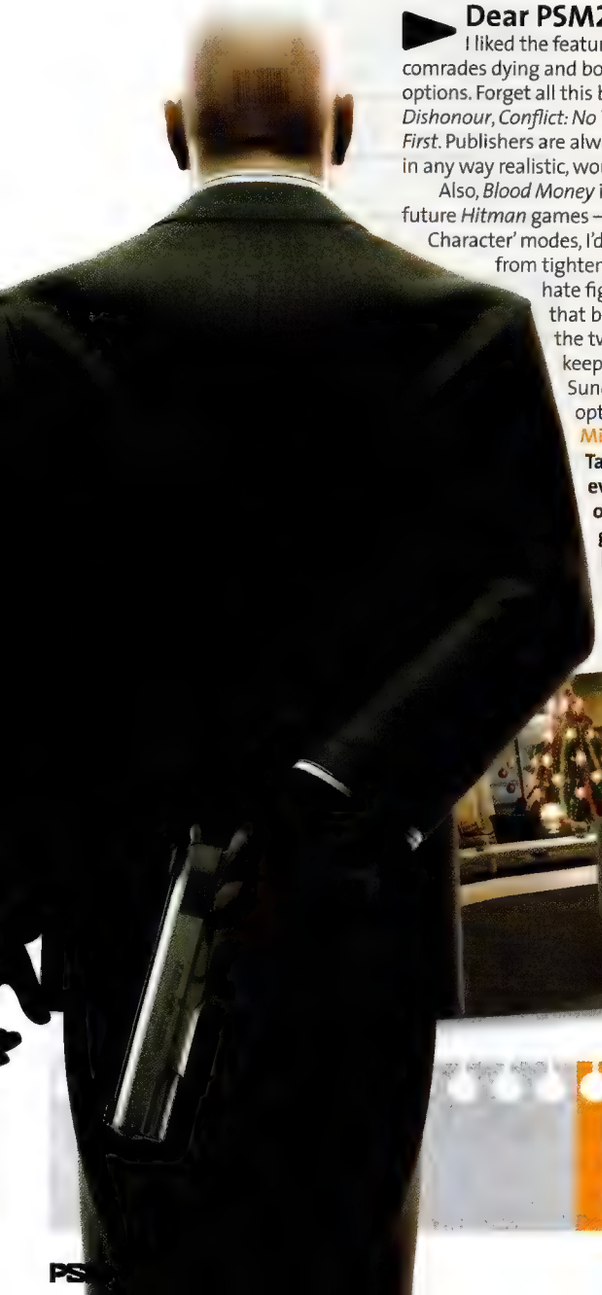
► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the prattle commence!

I'LL BE RIGHT BEHIND YOU: "GIVE US BROTHERS IN SHIVERING DISARRAY"



► **Dear PSM2,**

I liked the feature in the first *Conflict* game where you could leave your comrades dying and bottle it back to the LZ. Not enough war games have cowardice options. Forget all this brave macho bullshit, give us *Dereliction of Duty*, *Medal of Dishonour*, *Conflict: No Thanks*, *Brothers in Shivering Disarray* and *Combat Elite: You Go First*. Publishers are always boasting about realism in games – well, if a war game was in any way realistic, wouldn't it feature ten levels of running away?

Also, *Blood Money* is probably already finished but I'd like to suggest a feature for future *Hitman* games – I'd like to groom my victims. Other games have 'Create a Character' modes, I'd like a 'Create a Corpse' mode. Maybe it would stop my nuts from tightening if I could mock up targets to resemble various personal hate figures and dispatch them accordingly. Imagine blowing away that bloke from the Halifax adverts with twin ballers or garrotting the two harpies from What Not To Wear. Then there's that tool who keeps on parking on my grass, internet spammers, cold callers (on Sunday frigging morning). While I'm at it, can I have a firing squad option, so I can line them all up together neatly?

Michael Veal, email

Take a deep breath, Michael. Count to three. Still want to kill everyone? OK, you're a complete mentalist and we're very scared of you. Having said that, when you mentioning victim-grooming, our first thought was about putting mascara and lipstick on dead Mafiosi for their bodyguards to find, so maybe we shouldn't be pointing fingers. Have some free tat.

FEEL THE LOVE

► **Dear PSM2,**

About violence and stupidity and games: it's not the games themselves that make you silly or violent but I don't like the type. As a protest I am never buying war, espionage or ego shooter games. There are better ways. For instance, I used to have bad marks in English, but I have been playing role playing games in English exclusively since Super Nintendo times. My marks improved greatly and now English is like my second mother language. I also love good sport simulation games. *Gran Turismo 4* plus steering wheel helped me accomplishing my driver's license exam. Whoever receives one of the licenses in the game, which cause often rage attacks, has it easier in real exams indeed.

Strategy, logic and skill will also be additionally increased thanks to role playing games. They transmit emotions like friendship, love – even hope and responsibility. Whenever I am playing role playing games it helps me forget my hard real life for a while. I have the control and the responsibility for my party as long as the final boss is not defeated. Best regards from Austria.

Christian Fuchs, email

Wasn't that a nice letter, everybody? Think about it, though, Christian – you might be good at driving and living in a world of eternal sunshine

GOIN' POSTAL

WHERE?

Whatever happened to good, clean fun?

Paul Ransom, email

We got bored of it. Now we're all about sick wrongness.

UNCLE MILF

I'm actually a big fan of your mag's design. It's really great! Does Milf actually do it all on his own each month?

Leeborn, email

Since Steph ran away.

LOVELY BERTHA

DANTE YOU FORGET ABOUT ME: Aroused? Honestly, he's got hair like Steve Martin.

SPEAK TO THE TEAM JUNE 24TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday May 20th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"MY LITTLE NIECE THINKS VERGIL'S LOVELY TOO..."

and love, but in a zombie attack you'd be completely stuffed. That's why we play nothing but survival horror games and actively look forward to the day when we can roam the streets dishing out baseball-bat justice to monkey-rage-infected shopkeepers. And what's an ego-shooter?

I'M OKAY, YOU'RE TOO FAT

►Dear PSM2,

Why must scientists and geniuses always be right about anything to do with gaming? You're always hearing TV that "A recent inspection into gaming shows that [insert something bad here]". Can I just point this out? If some fat kid walks into your lab and says "I've been playing my PS2 too long and I'm going to sue because I'm fat," then prescribe her/him with a healthy dose of EyeToy. I've had an EyeToy since Christmas 2003 and it's kept me happy for so long – it keeps me absolutely knackered on the rainiest of days, and I'm looking forward to getting the new EyeToy games this Christmas and getting in tip-top shape. It's all terrific exercise.

James Bellis, Lancashire

To the best of our knowledge, nobody's successfully sued Sony for turning them into a sloshing porkbeast, though complaints about the DualShock's vibration have prompted them to insist that all games include a Rumble: Off option. By our logic, then, the first 'PS2 made me fat' lawsuit'll see every game gently suggesting that you do some star-jumps between each level, and shutting down completely if the built-in sensor says you're getting dangerously obese. Isn't progress brilliant? Pff.

IS IT THE HAIR?

►Dear PSM2,

I was reading issue 60 when I noticed an email by a Miss Julie Dixon who thinks Dante's gorgeous. I would like to thank Julie for being open about her love – because I, too, think Dante is one major hottie. Could you also big up my little niece Jada who thinks his brother Vergil is lovely too. Here are my top five game hunks

1. Dante (*Devil May Cry*)
2. Tidus (*Final Fantasy*)
3. Solid Snake (*Metal Gear Solid*)
4. Hayate (*Dead Or Alive 2*)
5. Leon (*Resident Evil*)

Natalie Brown, West Kensington

Brilliant – two blokes who never cover their chests, and one over-chatty combat vet who'd probably wear a bum-cigar-flavoured camo suit on your first date.

FLUFFY BUNNIES

►Dear PSM2,

I've noticed that your magazine has few features that appeal to women. But I'm not talking about fluffy bunnies – I'm talking about MEN! So

my idea is this: why don't you do a feature titled 'The 100 Sexiest Game Characters'. You can have 50 of the sexiest males and 50 sexy females so it'll appeal to both sexes. My money's on Dante or Cloud.

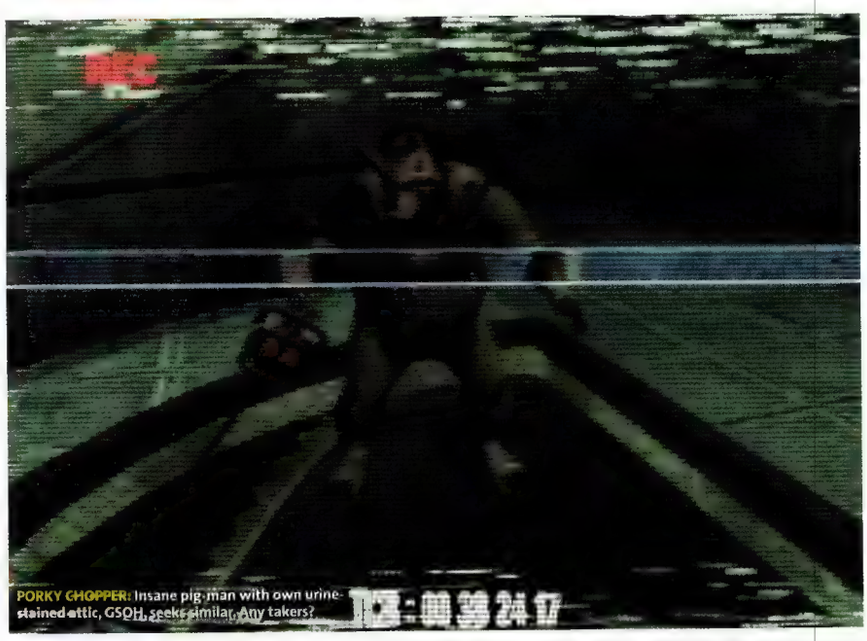
Laura DM, Liverpool

Trouble is, after the first ten or so sexiest game characters, there's a *serious* drop-off. We've already tried this, but we ended up with Piggsy in there and the zombie nurse from *Silent Hill* at number fifty.

IF I COULD TURN BACK TIME...

►Dear PSM2,

With all these retro compilations on us, wouldn't it be great to have a Speccy one to play on PS2? There were some fantastic titles such as *Green Beret*, *Bomb Jack*, *Ghosts 'N' Goblins* and *Commando*. The compilation could consist of a hundred or so classsics, artwork, case covers, magazine covers and interviews with programmers, with



PORKY CHOPPER: Insane pig-man with own urine-stained attic, GSOH, seeks similar. Any takers?

Sadly, a game of Bertha wouldn't work, but it was still a damn good TV show.
James Nelms
Stop trying to be post-ironic.

AREN'T I GREAT?

I could build a house with all the magazines I have...
Jamie Fagan, Southport
Don't show off.

STALK IS CHEAP

I'm in love. In love with a girl I have never even spoken to. I just stared at her.
Graeme Stevenson, Belfast
So technically, you're a bit like a stalker. You big weirdo.

NOSTALGIA

Games weren't better when I was younger, they were crap.
Joey Cameron, email
That's what we've been saying for ages. Someone listened.

HOLY SPOKE

You'll probably have to go visit your mum at the weekends and work in an office.
Blake Simpson, Dumfries
He's talking about the next *GTA*, not grown-up life, kids. At least, we think he is.

GOOD TO STALK

If she told me where she lives, I'd find her! You'd better believe it's a serious matter. She had black hair, too!
Graeme Stevenson, Belfast
That's enough now, you big mentalist. Didn't you tell us we "know nothing" a few months ago, anyway?

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

PSP DIDDY: Face-girls love it when you play games and totally ignore them. Aloof, see?

some updates to take advantage of current hardware – nothing extreme, just full colour, better animation and sound. What are your thoughts?

Allan Dickson, Ayrshire

Honestly? Old games are *rubbish*. We thought we liked *Yie Ar Kung Fu* until we played it again and realised that we'd should've kept it veiled behind the sweet curtain of nostalgia.

POETRY IN MOTION

►**Dear PSM2,**

I am writing to you in disgust at the evil marketing monkeymen hybrids of Sony. And do you know why? Because the PSP isn't being released until September. This has upset me a great deal and as a result I have several bruises on my forehead. However I have taken my anger out on a poem I wrote about the PSP:

PSP, PSP, You mean the world to me,
If it were possible I would have a baby,
With ye.

Dominic Johnson, email

Keats is pirouetting in his grave, we imagine. To another upset man...

PSP

►**Dear PSM2,**

Here are my problems with the PSP: it's expensive; it's got tiny battery life; it WILL increase your cances of being mugged on the street/train and it might turn you into a total anti-socialite. What's wrong with just talking to people on the bus, or staring at the good-looking girl across from you? It's wrong because Sony would rather you have a PSP and play that like a zombie so it raises their yearly profits.

Dave Crowley, email

On the other hand, what better way to get chatting to that pretty girl – rather than staring at her like some sort of sex-case – than inviting her to join you for a game of *PES*, or a quick viewing of *Spider-Man 2*? No? Okay, so we're kidding ourselves. Darn.

►ASK THE PSM2 ROBO-MIND

Technical question? ROBO-MIND CANNOT BE STOPPED!

© Kobal

DEATH AND ROBO-TAX

►Dear Robo-Mind,

I have recently bought a PSP– it only cost £185 with a game including shipping but this week I received an import tax bill of £50 two weeks after I received it. I think this is unfair, you pay 17.5% then the shipping courier adds another £14 to the total! Anyway, this is just a warning to other people thinking of buying a PSP early.

Jack Jenkins, email

TAKE THE RED ROBO-PILL

►Dear Robo-Mind

I watched The Matrix the other day, and now I can't sleep for fear that I'm actually a hairless flesh-battery for a merciless computer-brain six-hundred years into a sunless future. Can you put my mind at rest?

Keanu Von Oburst, Milton Keynes

MESSAGE TO THE ROBO-MASSES

►Dear Robo-Mind,

Please translate to all foolish meatlings this unimportant message:

"Fizz bang bleep bleep blip pop beep beep beep beep bang blip bleep blip blip BANG!"

They have to know how much we robos care about bones in fleshbags!

Dimbot 3000, Robo-Land

DEEZ NUTS (AND BOLTS)

►Dear Robo-Mind,

Listen, you vicious sack of robo-bolts – I've had enough of your metallic rantings taking up valuable space on the PSM2 letters page, and...

Anderson Spake, South Shields

grand theft auto San Andreas™

RANTBAG

Your letters about the best game in the world. And its competitors...

Eye on the gold chain

►Dear PSM2,

On page 84 of issue 57 you've got a picture of CJ wearing a chain with a 9mm Uzi on it – I've looked in most of the shops and can't find it, so could you please tell me where it is.

Daniel Whitehead, Notts

Ah. From what we can make out, that's a mocked-up picture of O.G. Loc (not CJ). It could be a reference to the fact that O.G.'s – allegedly – based on Ja Rule, as also evidenced by the fact that they're both really called Jeffrey. Unless there's a really well-hidden jewellery shop somewhere. Also, here's a tip for writing to mags – when you're talking about a game that's clearly an 18, try to avoid writing 'Aged 12' at the bottom of your letter. We nearly didn't answer you.

Let's see that again...

Dear PSM2,

How come *San Andreas* doesn't have an Instant Replay mode? They aren't just for watching goals in *PES*, they're for the hilarious moments when you manage to towtruck cars in front of trains. I don't make games, but it can't be hard to add an Instant Replay feature.

Joe and Jack Weller, Essex

Erm...we don't know much about making games either, but we're fairly sure replays involve making some sort of buffered file of absolutely everything that's happened in the last ten seconds. That isn't too tricky when you're dealing with a limited playing field and number of people, but it could quickly get hectic in a massive city full of exploding tanks. Also: Jack, apparently you're eight – stop playing GTA immediately.

Urine for it now...

Dear PSM2,

I seem to remember that a while ago you printed a list of requests that involved 'being able to piss on people' for *GTA: Vice City*. Well, Rockstar didn't put it in, but now it's in *Leisure Suit Larry* and it's the best thing about the game. I bet they're feeling pretty silly now, eh?

Craig Roxbrough, Herts

Probably not that silly, but hey, we think every game should have the option to splash some amber-flavoured joy around the world. Think how great it'd be in SSX On Tour. No? Well anyway, that's it for this month, except for a honorary mention for Brian Dooley, who sent us a magnificently mental Manhunt playlist which Joel immediately stole as aural accompaniment for the times when he's practicing kickboxing in front of the mirror. I've seen Oldboy? His flat's like that every night. Anyway, keep the quasi-legal CDs coming, everyone.

I BUILT THIS.
THINK YOU CAN BEAT ME?

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Accelerator
SCANDALOUS [illegible] R DIRT, ZERO BULLSHIT

PLAYSTATION 3: THE FUTURE OF DIGITAL ENTERTAINMENT

The 'father of PlayStation' shares his new baby with the world – and games will never be the same again.

PS3 TECH SPECS

CPU
Cell Processor
PowerPC-base Core @3.2GHz
512KB L2 cache
* 1 of 8 SPEs reserved for redundancy
total floating point performance : 218 GFLOPS

GPU
RSX @
1.8 TFLOPS floating point performance
Full HD (up to 1080p) x 2 channels
Multi-way programmable parallel floating point shader pipelines

Sound
Dolby 5.1ch, DTS, LPCM, etc. (Cell-base processing)

Memory
256MB XDR Main RAM @3.2GHz
256MB GDDR3 VRAM @700MHz

System Bandwidth
Main RAM 25.6GB/s
VRAM

System Floating Point Performance

Storage
HDD
Detachable 2.5" HDD slot x 1

I/O
USB
Front x 4, Rear x 2 (USB2.0)
Memory Stick standard/Duo, PRO x 1
SD standard/mini x 1
CompactFlash (Type I, II) x 1

Communication
Ethernet – (10BASE-T, 100BASE-TX, 1000BASE-T) x 3 (input x 1 + output x 2)
Wi-Fi – IEEE 802.11 b/g
Bluetooth – Bluetooth 2.0 (EDR)

Controller
Bluetooth (up to 7)
USB2.0 (wired)
Wi-Fi (PSP(r))
Network (over IP)

AV Output
Screen size – 480i, 480p, 720p, 1080i, 1080p
HDMI – HDMI out x 2
Analogue – AV MULTI OUT x 1
Digital audio – DIGITAL OUT (OPTICAL) x 1

Disc media
CD, PlayStation(r) CD-ROM, PlayStation(r)2 CD-ROM, Blu-ray Disc, PLAYSTATION®3 BD-ROM

LONDON GETAWAY: The city streets teemed with life like never before.

F1 IN DOUBT: The F1 demo was one of the least impressive. Think about that.

TATS ENTERTAINMENT: This level of facial detail looks standard for PS3 games.

Los Angeles, 16th May, 2005. A select audience of games industry figures – including PSM2's Editor Dan G – gather to witness a small slice of history... the global debut of Playstation 3. Two hours later the crowd stumbles out in awe, scarcely able to recount what they've seen. After a slow start, Sony cranked through the gears and delivered on every level – not only unveiling the console and its technical innards, but over 20 minutes of incredible, allegedly in-game, PS3 footage. The bar was well and truly raised.

Hours earlier, the event got off to a crawl with reams of tech-talk from the 'father of PlayStation' Ken Kutaragi, but it wasn't long until the tech demos began. First, an impressive real-time demo of the *Unreal 3* graphics engine, followed by the infamous rubber-duck-in-a-bathtub (see over), with an EyeToy used to manipulate the water. Stunning. Other examples included an eerily-realistic real-time render of Spider-Man 2 star Alfred Molina and literally *one million leaves* being whipped around a gale. After this (and more major revelations – see over), the *real* stars of the show were unveiled; the games. Sit back, as we share what we saw...

The show was breathtaking, despite claims that some games were pre-rendered. Thrilling times, and it's only just begun...

FAKE OR REAL?

Some of the PS3 games on show at E3 looked a little *too* good, leading cynics to suggest that they were pre-rendered to show the machine's potential rather than actual real-time footage. *Killzone 2* looks especially too-good-to-be true, despite the in-game feel. The jury's out – Sony have pulled this kind of stunt before with titles like *Tekken: Tag Tournament*, but on the other hand, the first PS2 footage of *Gran Turismo* was actually *worse* than the finished game. We think Sony would be mad to dupe people on this scale and remain optimistic.

KILLZONE 2: The facial expressions and sheer mania were like nothing we've ever seen.

KILLING DAY: ...another game with 'skill' in the title, but Ubisoft's FPS impressed.

WHO SAID WHAT?

"WE DEAL IN IMAGES THAT COME... TO... LIFE"

Nvidia Co-Founder and CEO Jen Hsun Huang times it perfectly as a sensational render of a lady's face (displayed on screen) suddenly takes a sharp intake of breath. Just like the stunned crowd.

"NOW WE'RE ON THE ONSET OF A NEW DECADE... WHAT WE'RE CALLING THE DIGITAL DECADE. PS3 WILL BE THE CENTRE OF LIVING ROOM HOMES AROUND THE WORLD."

Ken Kuturagi , the 'father' of PlayStation, explains his vision for the digital future. Whatever that is.

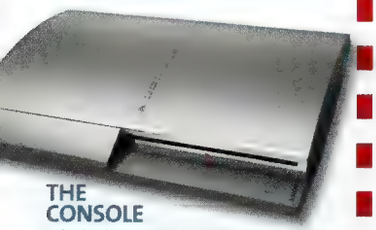
"WE WILL BE ABLE TO RENDER CARBON FIBRE, FELT, HAIR AND CARPETING... YOU WILL EVEN BE ABLE TO TELL THE DIFFERENCE B ETWEEN GOLD PAINT AND GOLD. EVERY PIXEL WILL BE CALCULATED IN REAL TIME."

Nvidia's boss outlines the staggering power of PS3.

THE GOOD, THE BAD & THE UGLY

THE GOOD

THE GAMES
Sequels-a-plenty, but also original titles from smaller developers. It seems everyone wants to get their hands on PS3 and Sony look like they're willing to let anyone develop for it.



THE CONSOLE
It looks fantastic, if a little like a Freeview digital box, and should sit nicely under, on top or to the side of our TVs. It's also remarkably minimalist, thanks to the lack of controller ports.

THE BAD

THE LOGO
Why does it look so similar to the Spider-Man movie logo? We swear the font is the same, save for a few subtle tweaks. To be honest, it looks a little too knowingly 'futuristic'.

THE UGLY

THE CONTROLLER
Look at those *prongs*. What purpose could they possibly have? We were thinking you could grab them and use it as a steering wheel, if the pad has some kind of tilt sensor. Still, it's *ugly*.

MGS4 ON PS3

We told you months ago – but no one second-guesses Hideo Kojima as his incredible new trailer double, then triple, crossed the stunned E3 audience.

Guess what? Kojima's not only involved with *MGS4*, but he's taken over as Lead Producer, leaving poor old Ken-Ichiro, in the shade. Why? "I *needed* to," Kojima reveals. "PS3 promises graphics and sound on a par with anything Hollywood can do." As a frustrated movie director, the lure of PS3 was too great to resist, while his playful streak will have been drawn to PS3's startling connectivity options. In fact, Koj hinted at the prospect of using PSP to interact with your PS3 games – but no details were forthcoming. He confessed that he'd need to work a lot harder to create 'living' backgrounds on PS3 – before unveiling a bizarre 'mood' trailer running on PS3 hardware.

The trailer opens with loads of incredibly well animated guards milling around a huge white expanse. (A nod to *MGS4*'s "nowhere to hide" motto). Suddenly, the camera pans back and we see Snake creeping up from behind a building. Before we can blink, the building is hit by an air strike – cue trademark '!' from the guards – and Snake's on the run. What follows is truly bizarre. The guards trail Snake to a circle of seats, where a game on musical chairs follows, until only one is left – Snake shoots everyone else in the circle and sits down. Cue the production credits and the screen goes black.

Suddenly, Snake whips off his mask. It's Raiden! The crowd boo and hiss. Then another chair appears with the words 'Main Star'. Raiden goes to sit down when – and no one saw this coming – Sam Fisher appears on the horizon. The crowd goes mental. Fisher storms over, wrestles Raiden and throws him off a cliff, then sits down – pulling off his mask to reveal... that he's Solid Snake, the true star of *MGS4*. The crowd goes ballistic as he puffs on a stogie. The trailer ends.

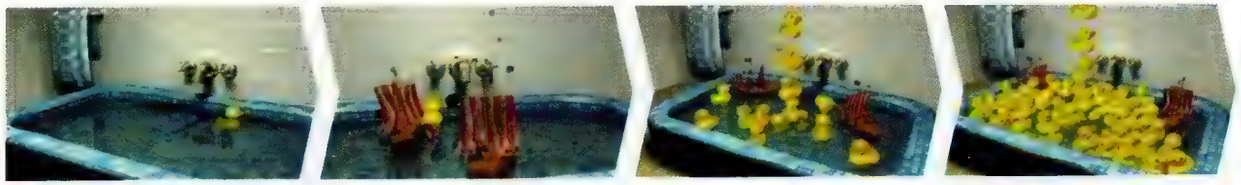
"ONLINE PLAY, A FREE-ROAMING CAMERA AND ONLINE TEAM BATTLES"

Hard facts? The game's set several years after *MGS2*, and will feature MGS faves Meryl and Ocelot. Online play is definite – *MGS Substinence* providing a useful benchmark (see pg23) – with one-vs-seven player team battles, where one person plays as Snake. A free-roaming 3D camera seems assured, while Kojima assures us the trailer contains *plenty* of hints about *MGS4*'s true direction. More next month...

PSM3 RECKONS ***Mental. But typical Kojima – he just can't leave MGS alone. Sounds like the PS3 game is still under wraps, so expect a proper trailer next E3. Either way, this left the crowd in stitches and proves how important a figure Kojima is to an industry so lacking in personality and invention.***

PS3 TECHNICAL DEMOS

The genuine real-time demos used to show us the mighty power of PS3.

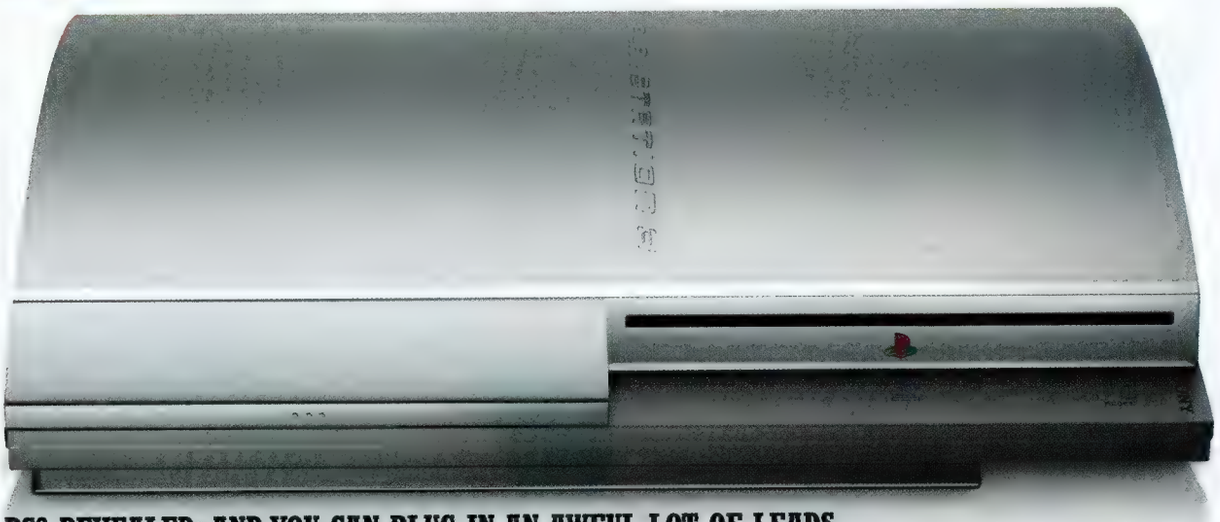


DUCKING THE ISSUE: Our yellow friend bobs around the impossibly realistic water, before being bombarded by splashloads of friends. A physics engine tour-de-force.

FIGHT FOR YOUR RIGHT: EA's head honcho got on stage to receive a staggering real-time kicking. Just check out that facial deformation and fine detail.

POOR LUIGI, MOLINA: Onlookers were treated to an incredible light-sourced demo of the Spider Man actor, who was 'magically' transported to the show stage.

GETAWAY FROM IT ALL: We've been here before, surely, but this real-time recreation of the capital's streets were breathtaking and frantic.



PS3 REVEALED: AND YOU CAN PLUG IN AN AWFUL LOT OF LEADS...

OK, so there's a soft-loading DVD/Blu-Ray drive, but the back of the machine is where it gets interesting, with two USB ports (plus four hidden on the front), a digital out socket, 2x HDM sockets (for HDTV users) and AV multi-out, plus a Sony memory stick (also used by PSP) slot. We'll explain everything next month...

"BEST TURN THAT OFF"

THE HI-DEFINITION IP CAMERA: STAR IN YOUR OWN REAL-LIFE TRUMAN SHOW

Yes, PS3 will feature a high-definition remote camera – a superior version of EyeToy, if you will – which will let you chat to people online and, this is the good bit, broadcast absolutely *anything* you point it at, 24/7. Yes, even yourself doing press ups in your bedroom or lounging on the beaches of Fiji. All you need to do to access the images is log on via the internet to your unique IP number (a short series of digits) and the images will appear at crystal clear definition.

The applications – as the saucy phone call people who advertise at the back of our magazine will no doubt realise – are limitless, and potentially worrying. We're sure Sony will police the stream of content, mind, to prevent innocent twelve-year-olds from accidentally seeing Milf parading around his 'special' man room in his birthday best. Not that he does that sort of thing, honest.

PSM RECKONS Another incredible networked feat – you might be able to record live footage of yourself on holiday, and have your mate a thousand miles away watch you live on his PSP. It all sounds a bit far fetched – let's face it, Sony had enough trouble getting PS2 online – but we applaud the forward thinking.

"MORE BAD NEWS FOR BILL"

HDTV SHOCKER: PS3 IS ACTUALLY SHARPER THAN XBOX360

Bill Gates' lot might be banging on about how all their next-gen games will be HDTV compatible, but Sony have got them there too. PS3 will run at the highest definition HDTV can – exciting news, even if only four blokes in Britain can afford one. It'll be like looking at a 42" PC monitor. Confused? Consider this – the original PSone ran at a resolution of 320x480, PS2 at 720x480, but PS3 will run at an incredible 2000x1000 pixels. More amazing, not only can PS3 run in 16:9 widescreen mode, it can run at 32:9 – enabling you to split your HDTV screen for, say, full split-screen *GT5* action.

PSM RECKONS Sounds good, but as Nvdia graphics man Mr Huang pointed out 'resolution is the enemy of graphics,' as it sucks up more processor power. Still, with Cell's near baffling power, this shouldn't be a problem.

Developer: Criterion ■ Publisher: EA ■ ETA: Nov 2005

BLACK

Meet the Burnout team's explosive new shooter – an infiltration game where stealth bites the bullet

Whether EA's ballistic [illegible] will have *quite* the impact on a 5" portable with CrapTech earphones is open to question but, from [illegible] playtest on a 42" plasma screen with speakers the size of Belgium, it's [illegible].

It's the most visceral FPS on [illegible] Just ask the thousands of chunks of debris to your right. "Windows have to shatter, tyres have to burst, the chassis has to buckle and the petrol tank has to explode!" barks Lead Designer Craig Sullivan as he unloads a volley of Uzi fire into a parked car. We wince in glee as the chassis promptly dents, fragments and explodes in a shower of flames and dense smoke. Stunning.

The game's central premise is that you must be able to have fun in an empty room, even with a 'lowly' weapon like a pistol. Better yet, the environment acts as secondary fire, so you can lacerate foes with broken glass, crush them with shattered platforms and – a neat touch – pepper them with ricocheting bullets. Dammit – you can even blow *holes* in people's chests with the shotgun.

There's even talk of a 'focus mode' – the name's probably being discussed in an EA marketing meeting as we speak – where the game slips into slo-mo and you get infinite bullets. Very *Burnout*. Achieve spectacular kills, like ricochets, and don't get shot to stay in the zone.

Plot? Some [illegible] a 'Black' ops agent in Eastern Europe. [illegible] influences include [illegible] just about every action movie ever made.

PSM RECKONS *It'll be an interesting face-off between this and Neversoft's new FPS Gun. One from a company famous for driving games, the other for skateboarding – and both hoping to make the most explosive shooter of 2005. Our money? It's Black by a bullet casing. More next month.*

"LACERATE FOES WITH BROKEN GLASS OR CRUSH THEM WITH FALLEN PLATFORMS"

MIND OVER SHATTER: Cars explode taking your enemies in their wake. Check those particles...

CHIPPING, SOD BURY: You can shatter the walls in chunky segments and injure hapless goons.

SPARK LIFE: We recognise the sparking effect from *Burnout*, but not the violent chatter of bullet cases.

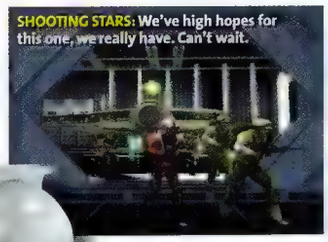
■ Developer: Pandemic ■ Publisher: Lucasarts ■ ETA: September 2005

STAR WARS BATTLEFRONT 2

Play through your favourite Star Wars scenes with *24 real people* online – it's the stuff of our wildest dreams. Well, the Star Wars ones at least.

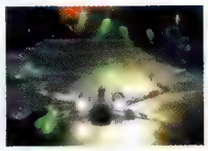
The first *Battlefront* game left Star Wars fans reeling. Even though it was fundamentally flawed, being able to shoot around Hoth in an AT-AT or a Snowspeeder appealed to every 30-year-old fan's inner child. The sequel promises more, with levels like the blockade run from EpIV and the battle for Endor from VI (ROTJ), plus more units and vehicles to control (Yes, including the Millenium Falcon) and online options including an Assault Mode, Capture the Flag and customisable matches. Rumours suggest you'll be able to play as Jedi this time, a feature missing from the original.

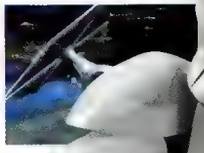
PSM RECKONS *As well as on-foot stuff, there're space battles – with up to 24 people online. Worry not if you're broadband-free – the single-player mode's been polished, with proper mission objectives and a plot. Praise be.*

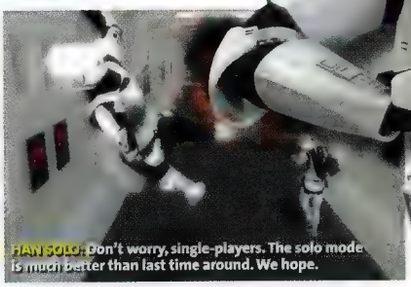


SHOOTING STARS: We've high hopes for this one, we really have. Can't wait.

SIMPLY THE BEST? This will be loads better this time around. Er, like the films <cough>.







HAN SOLO: Don't worry, single-players. The solo mode is much better than last time around. We hope.

BAKER'S TWO DOZEN: Imagine this, but online, with 24 people. It's the stuff our geekier dreams are made of.

JACKSON'S FIVE: OK, there's four, but we do get Peter Jackson (middle) and funnyguy Jack Black (far right).

■ Developer: Ubisoft ■ Publisher: Ubisoft ■ ETA: November 2005

KING KONG

Yes – you play the hairy ape. *And* King Kong.

Good news. You control both the titular 6oft simian and hirsute survivalist Carl Denham (played by Jack Black), in Ubisoft's big-budget adaptation of Peter Jackson's new King Kong movie. Yep, he of Lord Of The Rings fame. Gameplay will be split between stealthy team-based survival sections in the deep jungle and epic combat sections where Kong battles a T-Rex (via a flashback) and – presumably – swats crap airplanes from atop the Empire State Building. It's produced by *Project BG&E* genius Michel Ancel, who's striving to marry his innovative level design with accesible gameplay.

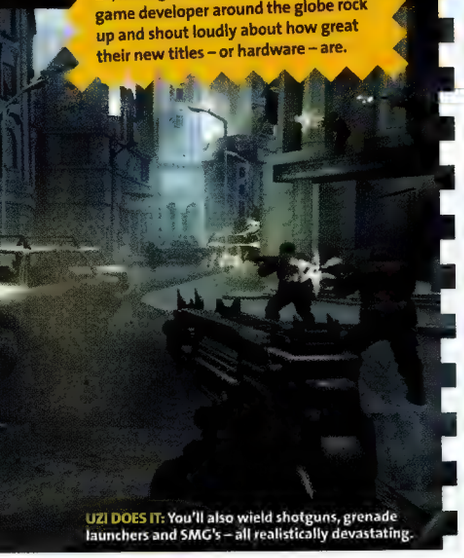
PSM RECKONS *We're not sure about the film, to be honest, but Ancel's pedigree should ensure a varied experience – full hands-on verdict next month.*

FOG ON THE THYME: No pics of Kong until July – so savour this real, but boring, shot of in-game grass.

E3 INSIGHT

WHAT'S E3 ALL ABOUT?

E3, although sounding like some sort of dangerous food additive, is the Electronic Entertainment Expo, the biggest exhibition of videogames in the world. It takes place every year in LA, lasting three days, and sees every game developer around the globe rock up and shout loudly about how great their new titles – or hardware – are.

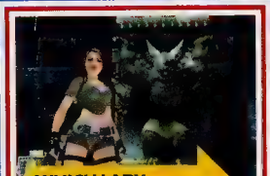


UZI DOES IT: You'll also wield shotguns, grenade launchers and SMG's – all realistically devastating.

★ COMING UP...

E3 overload? You've barely seen anything until you've seen this...

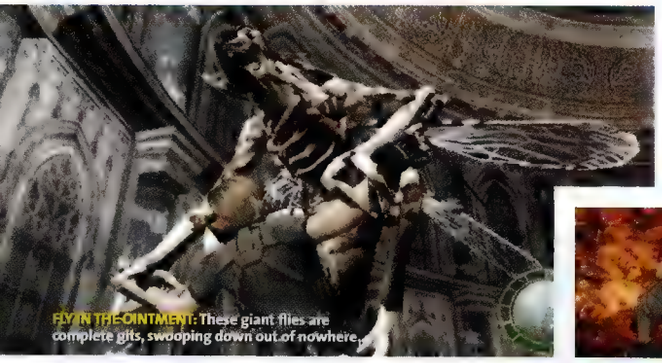
WHAT IS SOLID SNAKE DOING ONLINE? AND WITH WHO?



WHICH LADY ADVENTURER IS ON TWO WHEELS?

WHY HAS RATCHET LOST HIS TAIL AND DITCHED CLANK?

HOW ON EARTH DID ATARI MAKE US LIKE THE MATRIX AGAIN?


FLY IN THE OINTMENT: These giant flies are complete gits, swooping down out of nowhere.

GOT THE LOOK: OK, it's not as visually crisp as on Cube, but it's still very impressive.

■ **Developer:** Capcom ■ **Publisher:** Capcom ■ **ETA:** November

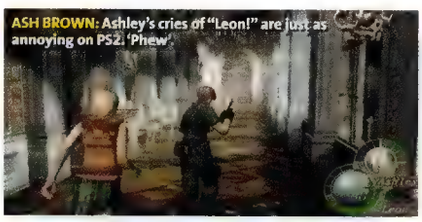
RESIDENT EVIL 4

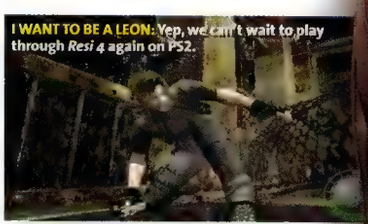
The definitive version of the best game of the year hits PS2 this November – and compares well to its GameCube counterpart.

This game is amazing. The graphics, the gameplay, the pacing, the story, the enemies, the bosses, the weapons... everything reeks of quality and polish. Hell, even the inventory system is a stroke of genius. Most of the PSM2 team have already finished it on GameCube, but it's not over yet – Capcom have let slip that the PS2 version will be the definitive version with new areas, new features and bonus content.

Better yet, the extraordinary visuals appear to have survived the transition to PS2. The GameCube may be marginally more powerful, but it looks *almost* the same. We're still cautious though – some of the later levels are so graphically intensive that we think PS2 might struggle under the weight. We trust in Capcom, though, and we're sure they wouldn't release anything less than brilliant. Probably.

PSM RECKONS *We could bang on and on about* Resident Evil 4 *for pages and pages. However, we'll save that for the review – but we will say that the relentless pace, intense, graphically-astonishing set-pieces and satisfying aiming system pump us full of joy. In fact, we're almost positive that this'll be one of PS2's best games, easily entering our top ten.*


ASH BROWN: Ashley's cries of "Leon!" are just as annoying on PS2. 'Phew'.


I WANT TO BE A LEON: Yep, we can't wait to play through *Resi 4* again on PS2.

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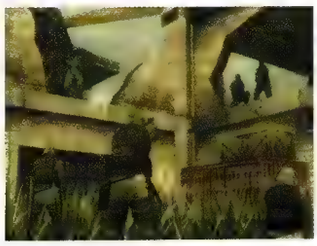


SUBSTANCE REVISITED There'll also be split-screen four player battles, with one player taking the role of Snake and three as guards– or one-versus-seven online. The online mode is a useful tester for *MGS4* with the notion of 'nowhere to hide' amplified by the possibility of being sought by real human beings. *MGS4* will also be compatible with *MGS Acid 2* on PSP – though Kojima won't reveal how.

■ **Developer:** Kojima Productions ■ **Publisher:** Konami ■ **ETA:** Winter 2005

METAL GEAR SUBSTINENCE

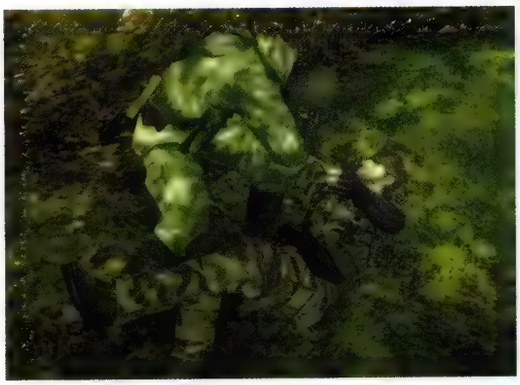
Snake vs Ocelot? *Online*?! Believe it – plus Classic MSX *'Gear* games that pave the path for *MGS4*...

Before you ask, the subtitle is real – based on a pun combining *MGS2: Substance* (the revised version of *MGS2* with VR missions released in 2003) and the word 'sustenance' (alluding to the survival element of *MGS3*). Substinence? Geddit? Aw, please yourself – but the *great* news is that the series will be playable online, and not just via stupid downloadable camo with ducks on.

Yes, you'll be able to take part in up to eight-player, or team-based, online battles, similar, we presume to the online modes in *Splinter Cell: Chaos Theory*. Players take the role of Snake (or Big Boss) against a key adversary – from a roster including Boss, The Fear, Ocelot, Ninja and other *MGS* legends. Battles will require a mix of CQC, stealth and sniping. Why are we so excited? Imagine The End's boss battle from *MGS3* against a human opponent and you'll have some idea.

In addition to a Replay Theatre, there'll be a new third-person viewpoint, so you can replay *MGS3* but move the camera around properly. We can also expect to replay *MGS3* as different characters – like *Substance* did with *MGS2*. The big new additions, however, are revised versions of the original *Metal Gear* games on the ancient MSX console. We presume they'll be fully updated for PS2, and will explain the events between *MGS3* (set in the 60s) and *MGS2* (set in the near future) more clearly, thus setting the scene for the potentially epic PS3 game. We can't wait.

PSM RECKONS *Sounds a better package than the so-so* Substance, *and the online play is clearly a tester for* MGS4. *We'll be first with 'Gear news, as always, in the near future.*



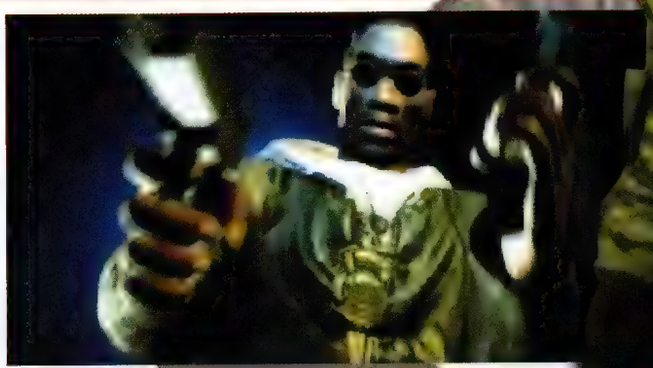
■ **Developer:** Linoflux ■ **Publisher:** Activision ■ **ETA:** Winter

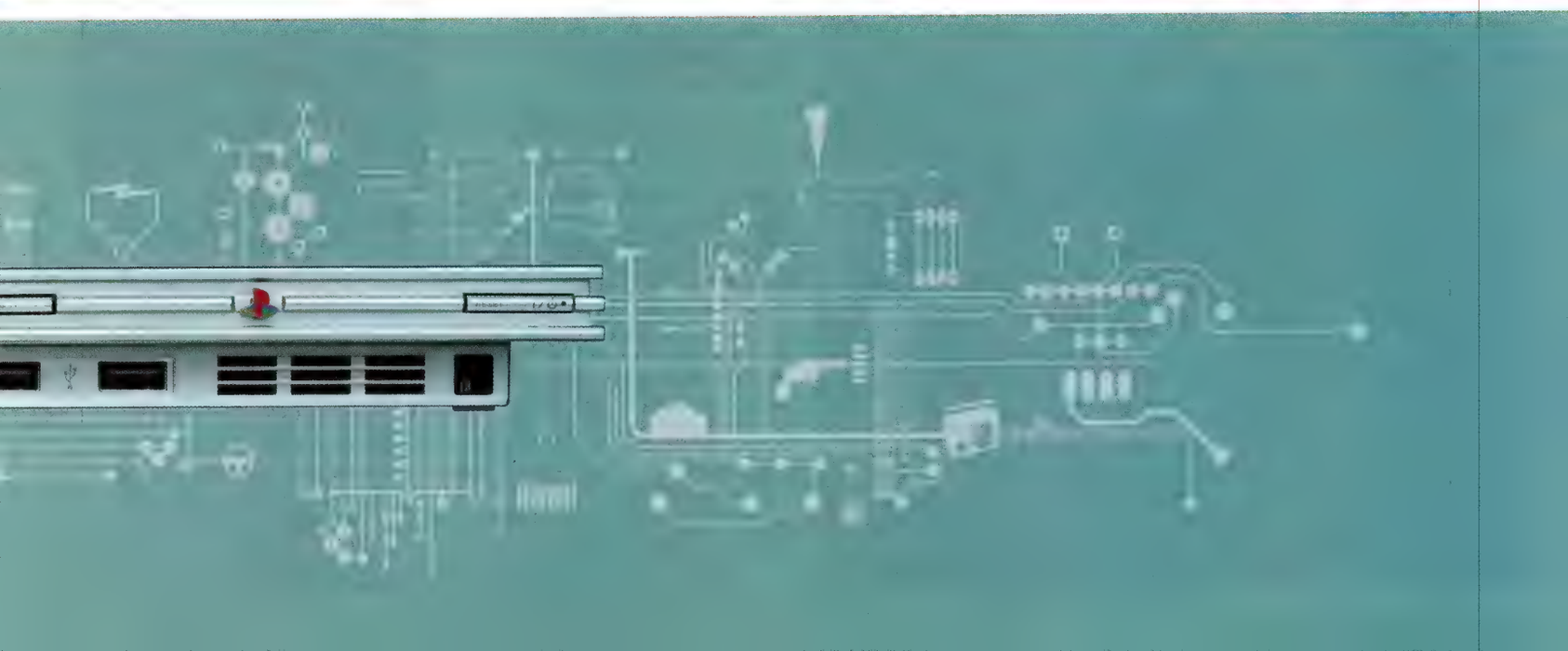
TRUE CRIME 2

Official: worst trailer at E3. Well done, Activision.

The first *True Crime* was a decent, if unexceptional, *GTA* wannabe that, if we're honest, sold far more than it really deserved to. Inevitably, then, Activision have announced a sequel. We could pretend we know all about it, but we don't. Instead, we'll describe the trailer to you, which is all you've seen of the game. A man in sunglasses – not Nick Kang of the first game – walks down a dark corridor and points his gun at the camera. And that's it. No, really. We hope more effort goes into the game than has gone into the trailer, frankly.

PSM RECKONS Well, all we can do really is speculate. Genero-bloke in the trailer is wearing a cop badge, so you're definitely taking on the part of the Law, like before. Surely you'll be able to strafe this time? It'll be rammed full of drugs, sex and corruption. And it still won't be as good as *GTA*.





READY? FIGHT!

Marvel as two of the baddest comic book heroes collide!

THE INCREDIBLE HULK VS ULTIMATE SPIDER MAN

GRAPHICS

THE INCREDIBLE HULK

The sprawling landscapes are sweet. Make your way to any of the buildings in the distance, while vehicles explode into particles as they bounce off the angry green giant. Animation is smooth – and you can literally *sprint up the side of buildings*.

8

ULTIMATE SPIDER MAN

Cel-shading might be done to death, but it's still bloody lovely-looking and, more importantly, just like the comic it's based on. In motion, it looks super-slick and the newly-proportioned Spidey flips and spins around with remarkable grace.

8

ORIGINALITY

THE INCREDIBLE HULK

We've seen more built-up areas than a town planner, so we're not too bothered about this one. But what other game allows you to crush a bus and a) wear it as a pair of ad-hoc boxing gloves or b) ride it round the streets like a skateboard?

7

ULTIMATE SPIDER MAN

Adopting a similar formula to *Spider-Man 2 – Grand Theft Auto*-style timed missions and tasks – means *Ultimate Spider-Man* won't win any prizes when it comes to originality. Rescuing people trapped under cars and rubble is a neat feature, though.

6

AUTHENTICITY

THE INCREDIBLE HULK

Comic book legend and Eisner award winner Paul Jenkins is the man behind the game's story. Marvel have also been keen to keep an eye on this project to make sure it's true to The Hulk series and ultimately, not crap.

9

ULTIMATE SPIDER MAN

The visuals have been lifted straight out of the comic books (notice how Spidey is a little more slender) and the plot, characters and enemies are all genuine. You can also play as Spidey's nemesis, Venom, in a plot taken straight from the comics.

9

GAMEPLAY

THE INCREDIBLE HULK

There's a hell of a lot of smashing stuff to pieces, and not much else. Level buildings, use cars as shields and turn bridges to rubble. Brilliant. But we don't imagine Hulk to be hacking computers or using anything less than excessive force on foes.

7

ULTIMATE SPIDER MAN

The game seems to have taken the web-swinging dynamic of *Spider-Man 2* and improved the combat system which was, to be honest, a little rusty. Spidey has loads of new moves too, including the ability to throw large objects at bumbling perps.

8

PSM RECKONS

THE INCREDIBLE HULK

This seems certain to be the defining moment for the green one. He's not the most charismatic super-hero, but he knows how to smash stuff to pieces. Vivendi's *The Incredible Hulk: Ultimate Destruction* could be the best superhero game ever.

9

ULTIMATE SPIDER MAN

We love Spidey, and Activision's decision to concentrate more on the comic book side of things is a masterstroke. The film spin-off was good, but with more dramatic license, *Ultimate Spider-Man* should be just that; *ultimate*. Bring it on.

9

AND THE WINNER IS...

Well, it's an astounding *draw*. Both games offer similar things and impress on different levels. *Spidey* just about edges it in terms of how smoothy it plays, but *Hulk* has the more interesting ideas, what with the vehicle-hurling and so on. *Spidey* looks to be more closely-affiliated with the comic books which will please fans. *Hulk hits in August, and Spidey 2 in September.*

ENEMY OF THE STATE: The creature design is beautifully elaborate.

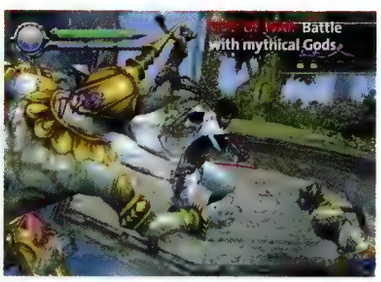
■ Developer: Republic ■ Publisher: Sony ■ ETA: TBA

GENJI

Crouching Tiger meets *SFII* and *DMC*. Oh, yes.

If you like films like Hero and House of Flying Daggers and their elaborate, floaty martial arts scenes, then you'll almost definitely like *Genji*. Coming from Yoshiki Okamoto's new studio, Game Republic (he's the bloke who helped create *Street Fighter* and *Devil May Cry*), the game looks like a combination of *Onimusha*, *DMC* (obviously, considering its roots) and *Samurai Warriors* and, with the help of skilled martial artists on motion-capture duty, it promises to be authentic, action-packed and downright lovely-looking. Just look at those screenshots!

The silky, flowing combat has been motion-captured from a Japanese swordmaster and, combined with an elaborate combo system (would you expect any less from the creator of *Street Fighter*), it should be just as lush to play as it looks, with plenty of thrust-and-parry swordplay action. This just might be a surprise hit, you know.



Battle with mythical Gods.

PSM RECKONS *We like a bit of chop-socky carnage, and this vibrant, colourful title should tide us over until* Onimusha: Dawn of Dreams *appears. Taking its influence from classic martial arts movies, we expect* Genji *to be classy, filmic and full of whirling, stylish murder. Just the way we like it.*

THE NEW TIGER PLAYSTATION 2

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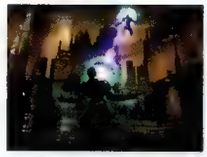
■ Developer: EA ■ Publisher: EA ■ ETA: November

MARVEL NEMESIS: RISE OF THE IMPERFECTS

The Marvel massive get set to rip EA a new one...

Johnny Ohm. That's the name of the socket-studded man in the wraparound goggles. Ohm, see – like electricity? Well, at least it's a lot better than Mr Sparky or Professor Shox – and a moon-mile away from our fears about seeing Moby '*SSX*' Jones or Tiger Woods in the game that we've been calling *Marvel Vs. EA* since it was announced more than a year ago.

Actually, the EA 'Imperfects,' created by *Spider-Man 2* designer Paul Catling, are looking – whisper it – not too bad, leaving our anxieties transferred to the fighting engine itself. With only one dedicated attack button (plus a throw and a block), we worry that it'll be almost too simple. That said, it's more *Def Jam*-brawling than *Tekken* purism anyway, with heavy emphasis on flinging cars around and using them as bats, it's all nicely destructive. With the promise of specialist environments that benefit certain characters – Spidey can use skyscrapers to swing rings around opponents, for instance – we're eagerly looking forward to dishing out the kickings to Dr Capacitor. Or whatever he's called.



PSM RECKONS *We're looking forward to dispensing righteous comic-book justice in this one. Hope it's not too simple to play, though.*

■ Developer: Guerilla ■ Publisher: Sony ■ ETA: TBA

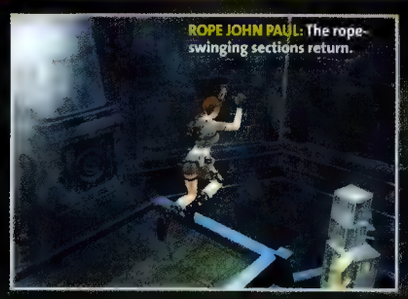
KILLZONE 2

The best graphics we've *ever* seen. This really is the next generation.

"Is this real? Nah, it can't be," and, "*Look* at it. It's like *watching television!*" were just a few of the comments heard upon first seeing *Killzone 2* on PS3. It looks *unreal* – even down to tiny imperfections on the characters' skin. In the trailer (just wait 'til next month's DVD) you (Templar from *Killzone*) and your team enter a warn-torn city via a flying platform. The city is vast, stretching as far as the eye can see and rife with extraneous detail. Another platform flies alongside you filled with impeccably-animated soldiers and is shot down, resulting in the *mother* of all explosions, corpses flying all over the place. We're getting excited just *writing* about it, and if you think these shots are good, wait 'til you see it *moving* – the animation is so smooth, subtle and naturalistic that it makes clunky PS2 motion-capture look *ridiculous* in comparison. Little is known about the plot, but the Helghast are definitely back (with their trademark glowing eyes), as casually mentioned by Rico at the end of the first game.

PSM RECKONS *We literally can't wait. We want this now. But we can't help but feel that it's a little too good to be true – it's so far ahead of anything we've seen before. But we're sure we'll be eating our hats when/if it's real and in front of us and we're playing through the most photorealistic, action-intensive FPS on the planet. The most exciting thing on PS3 yet.*

CLIFF HANGER: Lara, doing what she does best.



ROPE JOHN PAUL: The rope-swinging sections return.

OPEN ALL HOURS: Big, open levels – classic *Raider*. Just how we like it.

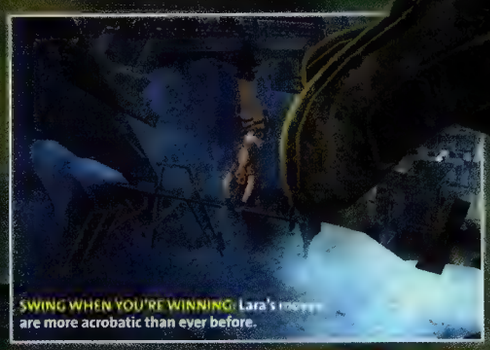
E3 INSIGHT

PSM2'S E3 EXPERIENCE

Those of us who couldn't go to the show (i.e. everyone who isn't Dan G) had to make do with watching live feeds on the magical electrical interweb. But, in typical internet fashion, things didn't go to plan and we spent an hour flicking between broken websites and text feeds. But when PS3 was *finally* unveiled, as we huddled around a projector screen in a room hotter than the sun, we were gobsmacked. And not just by the whiff of Andy's trainers. The team sat up until 2am as the first shots leaked onto the net. We got there in the end, but as a live broadcast tool, the net is *rubbish*.

GLOBE HOPPING: As ever, Lara's quest will take her across the globe.

PS3 OVERLOAD



SWING WHEN YOU'RE WINNING: Lara's moves are more acrobatic than ever before.

BOX AMBUSH HOUND: Climbing around is clearly a big feature.

Developer: Crystal Dynamics Publisher: Eidos ETA: Winter

LARA CROFT TOMB RAIDER: LEGEND

Forget *Angel of Darkness* ever happened – this is classic *Tomb Raider*, with a twist of *Devil May Cry* and *Grand Theft Auto*.

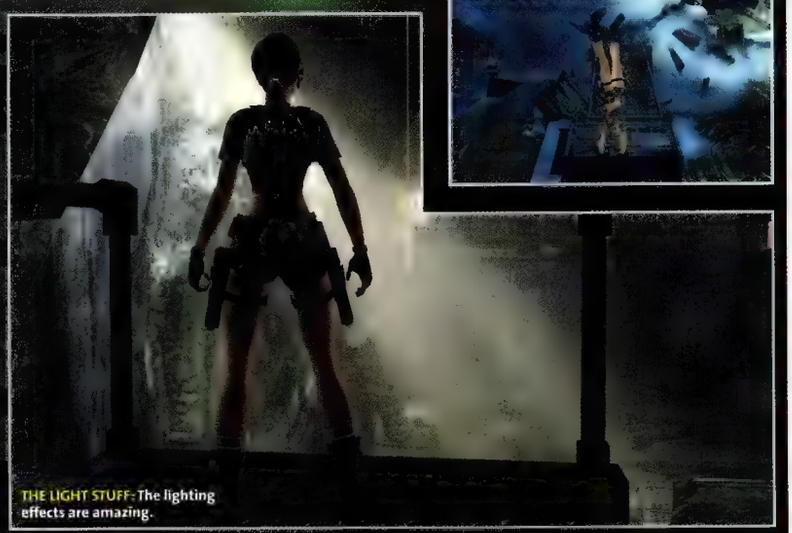
After the travesty that was *Angel of Darkness*, Eidos have drafted in Crystal Dynamics (of *Soul Reaver* and *Project Snowblind* fame) to turn the series' fortunes around – and Ohmi-Gard, does it look good. It's back to basics for Lara; she flips, climbs and rolls around, just like she used to in the olden days, and the levels are *actual tombs* instead of Parisian back alleys and discotheques. They've also chucked in some city levels (the sprawling, neon-drenched metropolis we saw stretched for miles into the distance) and, wait for it, vehicles.

Yes, Lara can now nick vehicles, like she did in the first couple of games, including a superbike she uses to leap over ramps and smash through windows in what looks like some kind of sub-game. Actually useful or a shameless gimmick? We'll see, but it looks the absolute bomb nonetheless. Combat has also been dealt with, reminding us of *Devil May Cry* as she leaps back and forth firing her dual pistols and juggling enemies in the air.

PSM REKKONS *Please be good. We think it will, but we also thought AOD would be and look what happened there. Everything we've seen points to it being a stellar return to form and the back-to-basics platforming, exploration and combat is very, very welcome after the clumsy RPG bollocks of AOD. More details as they come.*

"EVERYTHING POINTS TO THE NEW GAME BEING A STELLAR RETURN TO FORM FOR LARA"

SPIN CITY: Lara can stand on her hands. But to what en



THE LIGHT STUFF: The lighting effects are amazing.

EYEDENTIFY

Using EyeToy you can *appear* in this adventure game and command a pair of sexy special agent ladies with your voice. Novel? Or just a gimmick?

HEAVENLY SWORD

With weapons that remind us of *God of War*'s chain-swords, this beautful adventure game features hundreds of enemies on screen at once. Amazing.

NIOH

In *Kessen* creater Kou Shibusawa's new game, you play as a samurai tasked with protecting Buddha. Typical Koei fare then. Which is *good*.

DEVIL MAY CRY 4

A *very* brief *DMC4* trailer showed a black and white montage of shots before a sexy PS3 video of Dante whirling around. Looks great, natch.

MOTORSTORM

Looking like *Burnout* crossed with the Paris-Dakar Rally, this game is one of the most visually impressive we've ever seen. Should be great fun.

■ Developer: EA ■ Publisher: EA ■ ETA: November

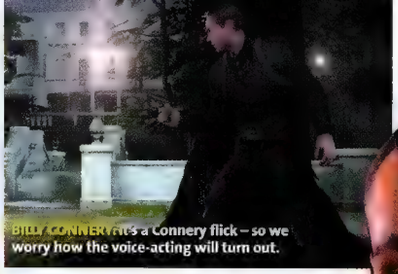
FROM RUSSIA WITH LOVE

The first Bond game on PS2 without Pierce Brosnan also looks the most authentic, action-packed and *ridiculous*.

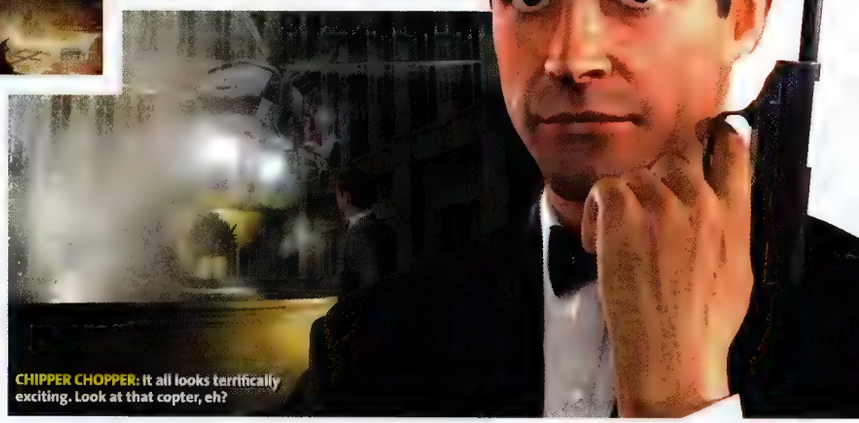
Mod Bond. Yes, that's right, EA are letting us *mod Bond*. You can't stick a neon tube up his arse or fiddle with his fender but you *can* upgrade his 'stats' by collecting 'Bond points'. Only marginally ridiculous then, but at least they're trying. They've also turned the talky, uneventful From Russia With Love film into a big-budget epic, with explosions, car chases and jetpack battles above Big Ben.

In the game, as in the film, Bond will be battling the evil S.P.E.C.T.R.E. organisation (that's The Special Executive for Extortion, Counterintelligence, Terrorism, Revenge and Extortion), helmed by his arch-nemesis, the baldy Blofeld - a classic tale of good versus evil that everyone can relate to.

PSM RECKONS *Seeing an accurately-rendered Sean Connery-era Bond floating around on a jetpack cocking an AK-47 will have Bond fans sicking up their guts but it should make for a bloody exciting game. There are even elements of* Grand Theft Auto *in there – Bond can steal, exit and enter vehicles at will, using them as mobile weapons if need be. It's looking pretty promising and, if nothing else, we can be pretty certain that this'll turn out rather a lot better than the utterly rubbish* Goldeneye: Rogue Agent.

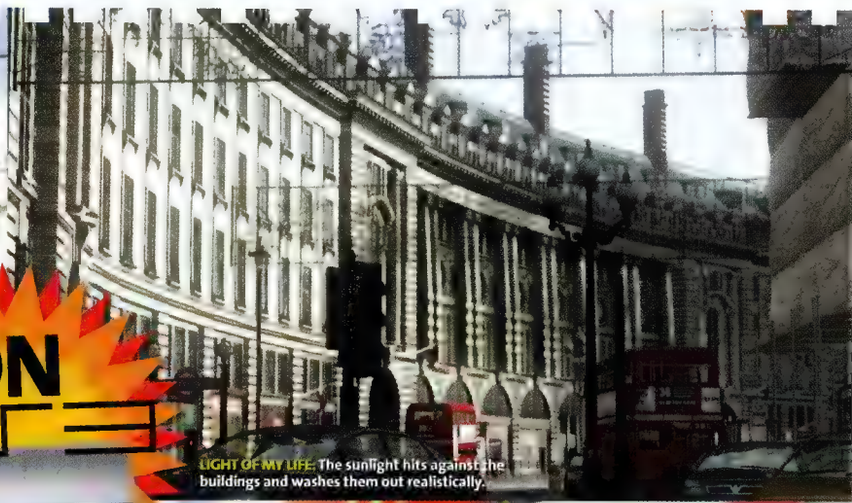


BILLY CONNERY: It's a Connery flick – so we worry how the voice-acting will turn out.



CHIPPER CHOPPER: It all looks terrifically exciting. Look at that copter, eh?

STREET LIFE: Piccadilly Circus has been accurately-rendered down to the finest, subtle detail.



LIGHT OF MY LIFE: The sunlight hits against the buildings and washes them out realistically.

ON

■ Developer: Team Soho ■ Publisher: Sony ■ ETA: TBA

THE GETAWAY

The entire city of London running in *real-time* on PS3. Well, nearly...

These hyper-realistic city scenes from *The Getaway* (working title) on PS3 are, ironically, only making us more excited about *Grand Theft Auto: Next*, but the early footage of Sony's London-based crime adventure shown at E3 was epic in its own right.

Squint – and for once, we're not just saying it – and this may as well be real and happening right *now*. Scores of pedestrians wander about their business, as the traffic bustles, stutters and honks. There are also spectacular floating clouds and windscreen reflections, showing off PS3's near-infinite day-to-night dynamic lighting effects. It's *astounding* and really does feel like the next generation – look at that feller reading the paper. Real *and* boring.

PSM RECKONS *The game might be a load of old toss (it is* The Getaway *after all), but the technical achievement is outstanding. Surely they can't mess it up again, right? Er... right? Watch this space.*

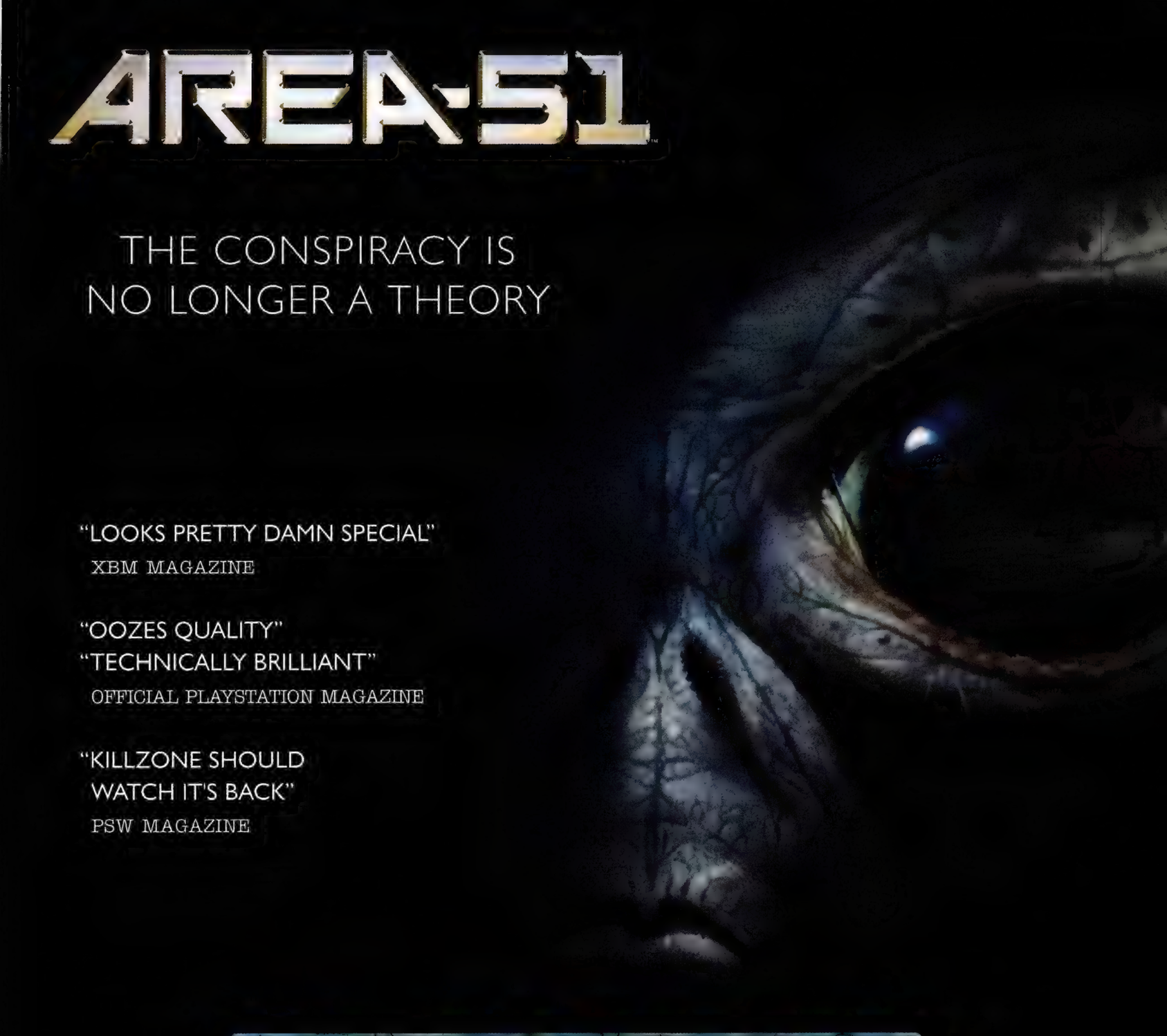
E3 INSIGHT

REAL OR RENDER?

Are Sony fobbing us off with renders that only *suggest* what next-gen PS3 games will look like? We're not so cynical. Would they *really* show the world reels-and-reels of footage that looks nothing like the finished software? (Er, let's forget *The Bouncer* on PS2, eh?...) Some footage looks more likely to be genuine than others – like *Fight Night* for example. An EA man spun around an amazing, realistic character model in real-time with a control pad. We're not saying PS3 graphics will be photo-realistic – merely as good as the CGI in leading Hollywood films. <Gulp>. Indeed.

AREA-51™

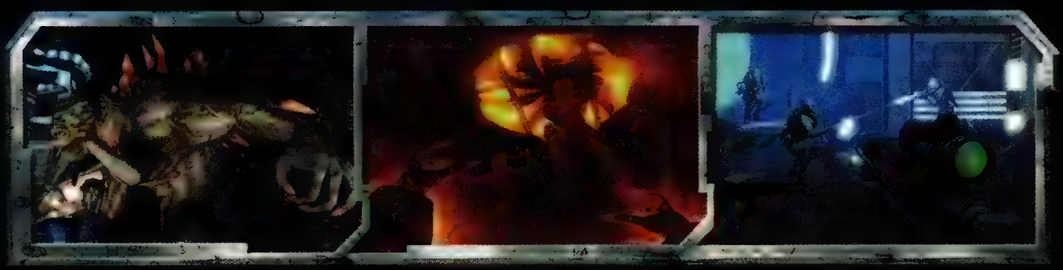
THE CONSPIRACY IS NO LONGER A THEORY



"LOOKS PRETTY DAMN SPECIAL"
XBM MAGAZINE

"OOZES QUALITY"
"TECHNICALLY BRILLIANT"
OFFICIAL PLAYSTATION MAGAZINE

"KILLZONE SHOULD WATCH IT'S BACK"
PSW MAGAZINE



BATTLE AN ENEMY UNLIKE ANYTHING YOU'VE EVER FACED.

MUTATE AND EXPERIENCE AMAZING ALIEN ABILITIES.

INTENSIFY THE ACTION WITH ONLINE MULTIPLAYER COMBAT.

15 XBOX LIVE PC DVD PlayStation.2 MIDWAY POWERED BY gamespy

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BATTLE OF THE ~~PLATFORMERS~~ ADULT ADVENTURES

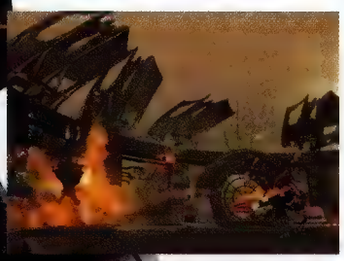
Coins? Rainbows? *Platforms*? Sorry, kids – PS2's latest 'action adventure' games are all about rockets, rock metal and repressed guilt. PSM2 determines which is least likely to turn you into a roaring psycho. And, of course, if they're any good.

RATCHET: DEADLOCKED

Clank takes back seat in 'mature' squad-based online deathmatch for 13-year-olds. And where's his tail?

"SOD EXPLORATION – I'VE GOT NO TAIL AND A MASSIVE GUN"

VIOLENT

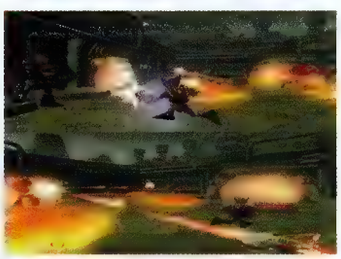


1) ENTER DREADZONE

In a fairly drastic departure, *Ratchet* has ditched the exploration, platforms and puzzling for <adopts the voice of the Simpsons' Hans Moleman> *a team-based deathmatch*. Exciting, eh? Ratchet dons armour and commands a team of 'bots against the Exterminators, a team of Gladiators-style hard nuts. Why? For reasons too contrived to fathom, he's been captured and made to take part in a Running Man-style fight for survival. Our E3 presentation was accompanied by "WOOSH-SLAAAM" metal shutter noises between slides just to remind us how *adult* it all is.

2) WEAPON MODIFICATION

OK, you can't use Clank as a hover pack... or disguise him as an alien to sneak past security... or control an army of tiny robots, or... look, let's face it... they've got rid of all the unique stuff so you can customise your weapons. "The rocket launcher with napalm and speed mods is my favourite," confesses Lead Designer Cory Stockton, "It leaves walls of lava all over the level." You can earn new Mod slots by completing Campaign – or bonus – missions, then trading in Ratchet's nuts 'n' bolts currency at vendors. Mine gun with heat-seeking hover grenades, anyone?

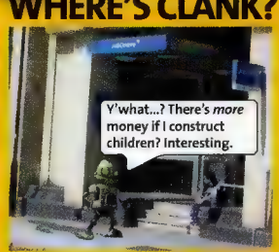


3) ONLINE AND SQUAD PLAY

Try not to be too disheartened – the squad-based play is perfect for one-to-eight player online skirmishes. And if you've got no mates to play with? Well, solo adventurers will be joined by two AI buddies, who you can command to Set Grind Rails (to reach new platforms), Revive, Regroup and Destroy, plus throw disabling EMP grenades. You'll also be able to tackle the Campaign missions in split-screen Co-Op. Which is nice. Online play should pan out like a Saturday Morning TV homage to *SOCOM*. Hey – at least you can pilot multi-legged robots.

PSM RECKONS *To be honest, we're a shade disappointed. We loved the previous games for their wit, invention, dizzying scale and, well, Clank – who's now been relegated to the cut-scenes. The graphics look decent, the weapons are enjoyable and the AI 'bots behave capably, but without the puzzles and exploration to augment the pace, the shooting is exposed as woolly and repetitive. You're never quite sure where your bullets are landing, and need to be constantly manually tweaking the camera. The vehicles are neat, but being cynical/market savvy, it's* SOCOM: Brunch Bytes *for attention-deficit tweenagers. Jury's out 'til we see the later levels, sorry – and we sincerely hope we're wrong.*

WHERE'S CLANK?



"Er, hello. Clank here. My buddies at Insomniac assure me I'm as important as ever, and have asked me to collect a weapon called a 'P45'. I've done my work for the cut-scenes in *Deadlocked* and I'm waiting for the call to appear in the actual game. But word has it that tiny robots don't fit the 'teenage demographic'. Brrt... receiving commands... "10: Print 'prepare for crappy PSP spin-off'. 20: Goto 10."

JAK X

Kart racing for the angry young 'adult' – It's *Twisted Metal: Jak*

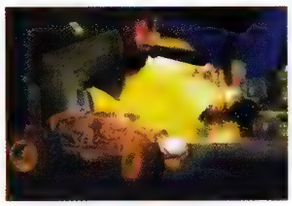
"I LURVE ROOOCK MUSIC, LEATHER AND GASOOO-LINE"

1) RACING MAYHEM

"We want to combine the carnage of *Burnout*, combat of *Twisted Metal Black* and customisation of *NFSU*," explains Naughty Dog's Evan Wells, practically folding himself into a press release. Forget platforms – this is an arena-based racing 'franchise extension', as Jak wrinkles his forehead and nods to Shout Rock FM. "Kids want mature games. 13-year-olds want games for 18-year-olds," says Evan. Hmm.

2) MULTIPLE GAME MODES

Outside standard races, there are deathmatches and a deathrace loosely aping *Burnout 3*'s Road Rage mode, where you destroy as many of your rivals as possible. There's also a unique hunting mode, played across desert terrain. Expect 20 tracks, from ice to jungle to city, with over a dozen customisable vehicles. It'll be compatible with the new Daxter game on PSP, so you can share decals, mods, and characters.



3) ONLINE

Expect one-to-six-player online races, plus extensive rankings systems, buddy lists and team play. Thank you, press release. Oh... want more? Then you'll be delighted by the smooth frame rates, moderately pleasing draw distance and progressive car damage – the bumper prangs, then collapses until you're left in a rasping tin husk. Power-ups vary from heat-seeking rockets, to cannons and mines. Like we needed to say.

PSM RECKONS *Despite our initial fears, this is a decent spin-off. The graphics are chunky, solid and reasonably fast, with balanced power-ups. You can't just smash around firing rockets, but need to use tactical shots and take advantage of shortcuts. We approve, if not whole-heartedly.*

SLY 3

Opera singing, 100ft women and pocket fishing – business as usual, then.

1) NEW MINIGAMES

Enjoy the 'pickpocket' option in *Sly 2*? Now wheelchair-bound Bentley can 'fish' for cash using a motorised reel. The action's varied as ever, with free-roaming Biplane battles, drinking contests (mash the buttons to sink pints of lemonade – and not, refreshingly, sip bling juice or suck a crack pipe), and rhythm-action style opera singing games. Plot? Sly has to break into the unreasonably well-protected Cooper family vault.

2) A SOCIAL CONSCIENCE

Tough-nut hippo Murray feels guilty for letting Bentley get injured at the end of *Sly 2* and 'retires' to seek spiritual harmony. Luckily enough, he bumps into new playable character, The Shaman, who can possess enemies and allow you to steer them into trouble.

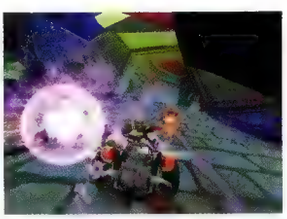
3) CO-OP PLAY AND GIANT WOMEN

"The number one request was co-op mode and number two was playable Carmelita (Sly's saucy nemesis)," offers xxxxx, "and the Cops and Robbers mode lets us do both." Players chase each other over split-screen, as Sly uses his mobility to outwit Carmelita's firepower – a neat dynamic. There's also a section where Sly tackles a 100ft tall Carmelita, which promises to be fun.

PSM RECKONS *It's the most honest, inventive and exciting of the Sony games – if a little simple in execution – but, still, our favourite. The humour's offbeat and the action's crisply adult, without resorting to Sly braiding his hair with Marc Jacob watches or driving a jewel-encrusted whack-mobile through an Uzi-peppered rapzone.*

CRASH TAG TEAM RACING

Nobody mention *Double Dash*, right?



1) "CLASHING TECHNOLOGY"

You can form a 'super vehicle' by ramming into other cars, alternating between driving duties or the 360° rotating gun turret – each character combination will have unique attacks. Shockingly.

2) ON FOOT BITS

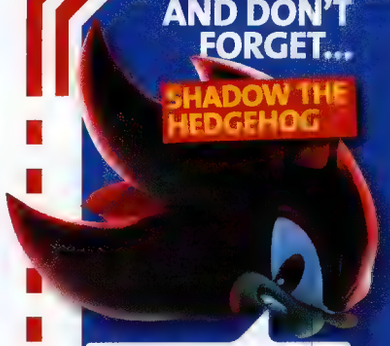
You can jump out of the car and search for power ups or unlock new levels. Good.

3) MULTIPLAYER CARNAGE

Yeah, Dr Neo Cortex is a baddie again after making friends with Crash last time out, but we're more excited about the one-to-eight player split-screen/system link play. Remember, '*more*' – it's a relative term. Have you got that?

PSM RECKONS *Once again, it's an 'honest' kart racer – i.e. they've not shoehorned in a heavy metal soundtrack or beard growing sections – which we heartily endorse. Expect an unspectacular, but potentially enjoyable racer that you'd actually let young people play without fear of them turning into cross burning mentalists. It's a sign of the times when you give a game with 360° rotating death guns and a deranged marsupial family approval, mind, but this might just lessen our hatred of Crash himself. Well, it might. Probably not, though.*

AND DON'T FORGET...



Hello kids, I'm here to remind you that Sega would never cheapen a gaming legend by giving him guns. I, on the hand, am *Shadow* the Hedgehog and will dance naked in boiling gravy for minimum wage.

Fools! You thought I was just a speccy wizard that appealed to 10-year-olds and easily-pleased adults! It turns out my new game is 'dark' and 'mature'. Bet that comes as a surprise, eh? Eh? Oh... bum toast.

Hello! ... Er, hello!...that's weird... let's try again... *Hello!* Remember me? 'Course you do. I'm the whacky voodoo man wit... what... you cheeky sod... I've got my own games and everything. *Everything.*

Thank the lord for the success of the movie, eh? Or we'd never get to take on that bloke on a giant drill who appears at the end of the film, called the Underminer. That *is* his name, right? Phew.

Developer: EA Publisher: EA ETA: Autumn

THE GODFATHER

Gangsters meet *Tiger Woods'* control system in EA's respect-em-up.

Whump. Whump. WHUMP. Even though *The Punisher* got there first, we can't resist the precision of stroking the left-analogue stick – back, then forwards – to punch a mook's face with just the right amount of force. It's part of a mix of drive-bys, shooting and hitting that ought to make *The Godfather* one of the most satisfyingly vicious games this year.

But that's only half of the puzzle. Violence we can do. But EA promise in *The Godfather* you'll solve problems with "violence, diplomacy, or a cunning mixture of both". So where does the diplomacy come in? Surely not with pick 'n' mix nice/nasty dialogue options or *Leisure Suit Larry* speech-steering? If EA have got that sorted, this could be the best movie license in ages. Otherwise, it's set to be *Mafia: Mark 2*.

PSM RECKONS *Could be great, could be awful – we'll probably know for sure when we see the talky sections.*

E3 INSIGHT

Sadly, not every title at E3 is some kind of candy-coated dream. For instance, this year, for every incredible screenshot of *Killzone 2*, *The Getaway Online*, *Burnout Revenge* and *Devil May Cry 4*, we could also have brought you 'hot new gossip' on the likes of *Habitrail Hamster Ball*, *21 Classic Card Games* and *Extreme Sprint 3010* – whose plot, in all seriousness, is this: "In 3010, a totalitarian government trying to hold the full power in its hands introduces the new violent Extreme Sprints." *Extreme sprints!* These are the dregs of E3 and tend to be ignored by everyone. Still, it could be worse. They're probably nowhere near as bad as *Jet Ion GP*, for example.

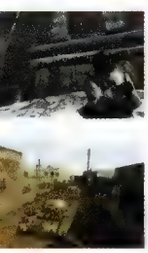
Developer: Infinity Ward Publisher: Activision ETA: Autumn

CALL OF DUTY 2

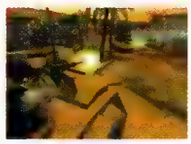
The best of the recent glut of war titles gets a well-deserved sequel. And a stupid subtitle.

Call of Duty 2: Big Red One is pretty much everything you'd expect from a big-budget sequel. The graphics have been *massively* improved (better environmental and weather effects to give it an eerie, warn-torn atmosphere), the mechanics have been overhauled (with a more free-roaming approach to objectives) and, perhaps most importantly, the AI has been reworked so your comrades will *actually* help this time out. In another change, you play as the same soldier all the way through, across a wealth of countries.

PSM RECKONS *It might be more of the same, but it's more of the same in a good way. The improved AI should give an improved sense of camaraderie and your fellow soldiers will seem more human – well, as far as videogame men can, that is.*



PEOPLE LIKE US: This game area, heavy weaponry and *24 other players*. Mmm.



Developer: EA Publisher: EA ETA: September

BATTLEFIELD 2: MODERN COMBAT

Pilot? Soldier? Engineer? Sniper? Be the best at what *you* want to be with *24 others* in an online wargasm.

Choose from Chinese, US, Middle Eastern and UK troops, then choose a class – assault sniper, special ops, combat engineer, combat support and more – and hit one of over 10 maps for the biggest, most epic online war game on PS2. There are 50 types of weapon, 30 air, land and sea vehicles and the ability to duke it out with 24 others. Impressed yet? Then how about an upgrade system that lets you fit your favourite weapon with gadgets including thermal scopes?

PSM RECKONS *Well there's a hell of a lot going into Battlefield 2, there's no doubt about that. We think, if the technical side of things can be mastered, this'll be massively exciting. But can PS2 really handle 24 other players? Here's hoping, but we worry this might just be too ambitious.*

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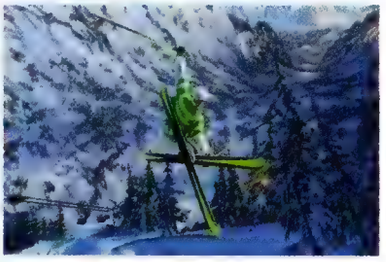
DOLBY PRO LOGIC II
PlayStation 2

BOARD STUPID: Well, er, most of the shots we've got are of boarders. But trust us, *SSX4* is ski-crazy.



STUNTED GROWTH: The Uber tricks are typically spectacular – even on boring skis.

I CAN SKI YOUR HOUSE FROM UP HERE: The draw distance is amazing. It's all too gorgeous!

COLD ASICE: The characters remain as cool as ever. If trousers like that are your idea of cool, that is.

■ **Developer:** EA ■ **Publisher:** EA ■ **ETA:** 2005

SSX ON TOUR

Bringing a new meaning to 'King Of The Hill', *SSX* returns – but with skiers shunting the boarders to one side. Contro-bleedin'-versial...

You've got to hand it to EA – for a huge, sinister corporate behemoth, they know how to make things look urban and underground. Take the trailer for *SSX On Tour* – it kicks off with some scrawly sketchbook-style menu screens – *menu* screens – then shifts seamlessly into a white-knuckle downhill plummet that even the dodgy American frat-rock soundtrack can't spoil. Oh, and did we mention that they've somehow managed to make *skiing* look cool?

That's right – traditionally the preserve of fondue-slurping lift-hogs from places like Welwyn Garden City, skiing's now officially the new snowboarding. Choose the dual-fibreglass-plank option and, besides still being able to grind, grab and twirl, you'll have access to a whole new range of Monster tricks, including the Backpack and the elusive Daffy. In contrast to the carefully-prescribed outfits and progression of earlier games, you'll be encouraged to create your own boarder and carve out your own career path, taking on new 'shred' challenges in a bid to be considered worthy of taking on the elite of the slope-set. As before, the game takes place on a single mountain, but this time with much more emphasis on gaining respect from other riders around the various peaks. Maybe our bespoke salopettes and dizzying Uber-tricks'll finally be enough to charm Elise back to the lodge...

PSM RECKONS *We thought we were sick of* SSX, *but watching an excruciatingly over-styled boarder carve through perfect powder and fling himself off cliffs got our excitement-glands going all over again. We can't wait, all of a sudden. Last one back to the lodge buys the beer.*

"IT'S GOT OUR EXCITEMENT GLANDS GOING ONCE AGAIN"

E3 INSIGHT

I CAN SKI FOR MILES AND MILES...

We're all for creating our own characters, but one of the best things about SSX is the attention lavished on the boarders – to see cheeky Moby replaced by a generi-voiced identikit skier seems too much like *THUG* for our liking. We're also hoping for a rideable 360° mountain instead of the annoying 'Out Of Bounds' messages that marred the last game. And finally, don't skiers hate snowboarders? We're only basing that on when we once nearly took out an entire T-bar queue with a mistimed turn and someone tried to hit us with a ski-pole, but the comment seems valid.

THE BEST OF THE REST

Hot new games fresh from LA that we simply couldn't find a home for, but that deserve your complete attention nonetheless...

THE FANTASTIC 4

Being based on a supposedly-shit movie and developed by 7 Studios of *Charlie's Angels* 'fame' doesn't bode well for this action/adventure title.

X-MEN LEGENDS 2

Activision's mutant-flavoured answer to *Baldur's Gate* returns with *even more* X-Men to control including, yes, *Juggernaut*. Heaven for the fanboys.

JAWS UNLEASHED

A Jaws game where you play as the shark? Could well be The Best Thing Ever, but we'll remain sceptical until we see more than a few screenshots.

STARGATE SG-1

This FPS based on the Stargate SG-1 TV series features voice talent and locations lifted directly from the show. If you're a fan, you'll love it.

CASTLEVANIA: COD

The Belmont family return to 'stick it' to Count Dracula in *Curse Of Darkness*. Looks worryingly similar to the average last game though.

CRIME LIFE: GANG WARS

Work your way up from a low-down, no-good punk to a full-on underworld kingpin in this violent, ghetto-set crime 'simulator' from Konami.

187: DRIVE OR DIE

'Gangstaz', 'hustlaz', 'hoez' and 'pimpz' go to war in a selection of gat-equipped super cars. Like *Twisted Metal*, only with more gang-bangin'.

25 TO LIFE

Think *SOCOM*, only with cops and gangsters instead of Navy Seals and terrorists. Go online, flaunt your 'threads' and waste some fuzz. Nice.

SCARFACE

Pacino's face has been drafted in for the game of his 1983 crime epic, but his voice sadly hasn't. Looks a lot like *Vice City* without the freedom.

FEAR AND RESPECT

Featuring the likeness of the legendary Snoop Dogg, this crime game (notice a pattern here?) lets you lead a posse through gangland LA.

OUTLAW TENNIS

Remember the 'outrageous' (but rubbish) *Outlaw Golf*? Well get ready for a 'mental' (and possibly rubbish) tennis game in the same vein.

AND1 STREETBALL

This contender for *NBA Street*'s crown lets you create your own moves by combining thousands of animations. Think *THUG 2*'s create-a-trick mode.

CAPCOM CLASSICS

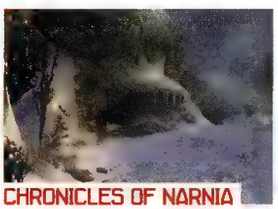
A vast retro compendium of Capcom 'greats' including *Street Fighter II* and several other ancient titles from the past to play once and forget about.

TOCA RACE DRIVER 3

Featuring an all-new plot (which isn't neccessarily a good thing), *TOCA 3* features more vehicle classes and a vastly-improved career mode.

URBAN REIGN

As unlikely as it sounds, the Namco boys behind *Tekken* and *Soul Calibur* are cobbling together to bring us this 'urban' brawler. *Should* be good...



CHRONICLES OF NARNIA

Everyone's favourite fairytale gets the big-budget movie treatment later this year and, as ever, gets the big-budget game treatment soon thereafter.

SPARTAN

The amazing PC strategy game, *Rome: Total War*, inspires this RTS from Sega which was used in the BBC television show, Time Commanders. Epic stuff.

COMMANDOS: STRIKE FORCE

Making the move to the first-person, this realistic World War II strategy game features five soldiers, each with their own unique skills.

MORTAL KOMBAT: SHAOLIN MONKS

Midway's attempt to flesh out the past two *Mortal Kombat* games' story mode is looking decidedly average at the moment, but time will tell.

CITY OF THE DEAD

Ledgendary director George A. Romero and special effects master Tom Savini unite for this intense zombie action game. Very, *very* gory.

THE SUFFERING 2

Angry, sideburn-sporting anti-hero (or hero, depending on how you finished the first game) returns, once again pursued by evil ex-death row crims.

THE REGIMENT

Set in London, this tactical FPS featrures real SAS tactics and events to craft a hyper-realistic military shooter of epic proportions.

TOTAL OVERDOSE

An obscene combination of Desperado, The Matrix and *Grand Theft Auto*. This looks very, very exciting – and you can nick *hats*...

ROGUE TROOPER

Angry 2000AD revenge-seeking superhero Rogue Trooper is hitting PS2. The twist is, his weapons are the remains of his dead comrades. Odd.

E3 2005: BETTER THAN LAST YEAR?

OK, so PS3 stole the show – but what do we think of this year's PS2 games?

Being cynical, the PS2 market looks short of ideas – the premier development talent has moved to PS3 and we're left with halfway house spin-offs like *Jak X* or *Ratchet: Deadlocked*. This lazy/necessary dependence on sequels is disappointing, if unavoidable. And if we're shown another urban game where you hit/shoot/race/out-dance rival crews to earn 'respect', then... well, *honestly*. On the bright side, PS2's 'maturity' means developers are striving for previously impossible graphical feats – just look at *The Matrix: Path of Neo* or *Black*. Innovation? All hail Rockstar – while the rest of the world does 'urban', they're taking us back to *school* in *Bully*. Early 90's LA is *so* last year. **PSM RECKONS PS2 has one last great Christmas. Then give us PS3.**

Developer: Shiny Publisher: Atari ETA: Winter

THE MATRIX: PATH OF NEO

Or: massive film letdown gets another shot. But is this finally The One?

"Everyone wanted to be Neo," admits Shiny head honcho Dave Perry about *Enter The Matrix*. Trouble was, 'being' Neo would have made more work for the Wachowskis, Perry and the editing department – which was why we ended up playing as the blink-and-you'll-miss-em Ghost and Niobe in stories that had virtually nothing to do with the film.

The good news is, that's all about to change. *Path Of Neo* takes on the Matrix trilogy from the point of view of Keanu himself, featuring fully recognisable versions of Carrie-Anne Moss and Lawro Fishburne. Kicking off with Neo going lobby-wrecking mental with a coatful of guns – quickly revealed to be a dream – it'll hurtle through the stories of all three films in the trilogy, fleshing out the good bits and hurdling the quasi-religious babble. Like the previous game, it'll emphasise effortlessly cool gunplay, though this time you'll develop new skills as the game progresses – including the ability to stop bullets and fly. With a script written by the Wachowskis and full cooperation from porcelain-faced Keanu, it should be the Matrix game we all wanted. Let's just hope it isn't too late.

PSM2 RECKONS *The gameplay trailer looks sensational, but it's difficult to get excited about The Matrix since Revolutions – a film so ram-jammed with philosophical chutney that it put two members of Team PSM2 to sleep. Still, we're cautiously optimistic.*

E3 INSIGHT

Another reason for the decision to do away with Neo in the first game was the impracticality of recreating some of the scrapes he gets himself in – most notably, the thousand-Smith ruck from Reloaded. Thankfully, that's changed too – thanks to some sort of technical sorcery we won't claim to understand, the 'Burly Brawl' scene now boasts an outrageous eight hundred Smiths on-screen, all moving independently of each other. The game also comes with a new, Wachowski-approved ending that's a touch more upbeat than Revolutions' blindness/death/depression-medley – hopefully with Keanu smashing his way through the entire robot army single-handed.

TM & © Warner Bros. Entertainment Inc. (2005)

Developer: EA Publisher: EA ETA: November

NEED FOR SPEED: MOST WANTED

"Speeding, officer? Never. Please accept this bribe. Cheers."

After two years of production (development began shortly after the first *NFSU*) EA's latest street racer is ready to be unleashed on the world – and guess what? It's like the last twelve thousand, only better and with smarter cops who'll react realistically to your law-breaking with *actual* police tactics and procedure.

PSM2 RECKONS *As well as hugely improved fuzz AI, expect vast customisation options, a 'cred' meter (the more 'cred' you have, the more well-known drivers you can race) and a myriad other tweaks and additions. Electronic Arts' immense wealth should ensure this is a pumped-up, pimped-out racer licensed up the yin-yang, which should keep the boy racers happy.*

I, MOD: Expect more modding options than even a huge modding genie could offer.

Developer: Pandemic Publisher: THQ ETA: Winter

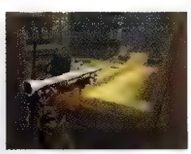
FULL SPECTRUM WARRIOR: TEN HAMMERS

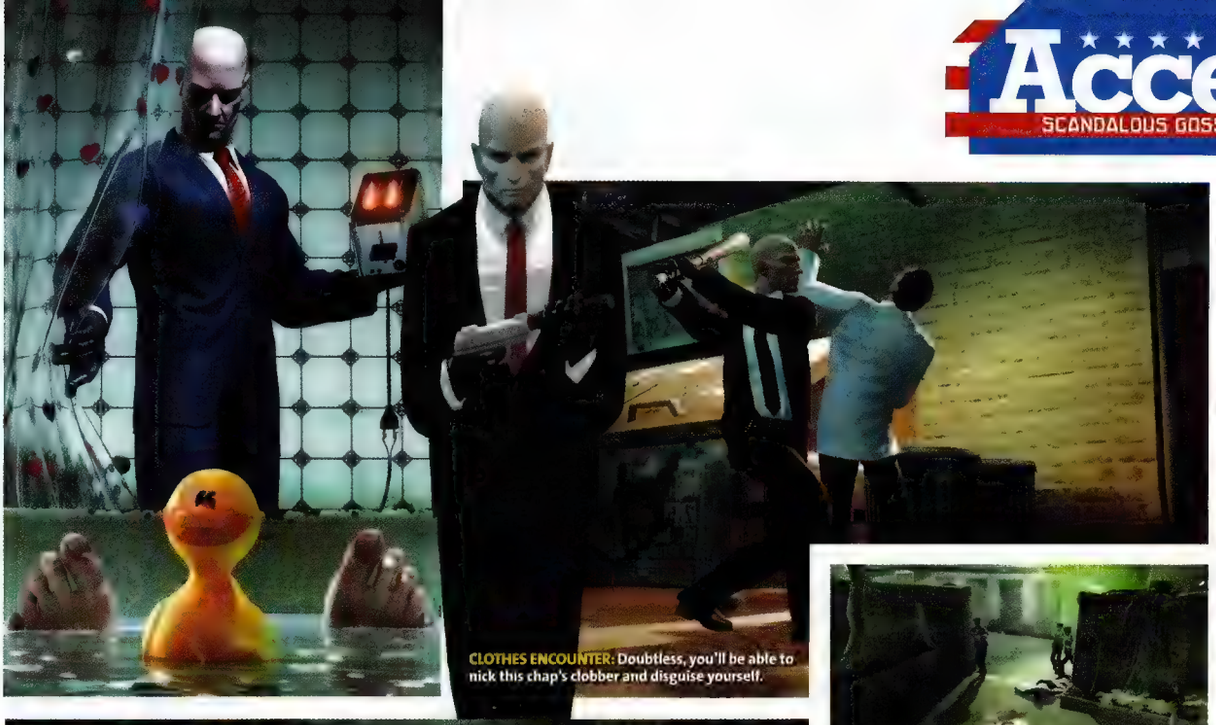
More of the same, only with controllable vehicles, co-op specific missions and a stupid name.

Since *Full Spectrum Warrior* did pretty much everything a strategic war simulation should, new features in the sequel are few and far between. Engine and gameplay tweaks however should make it a worthy follow-up, including the ability to commandeer and control vehicles and other 'mechanized units', including gun emplacements and the like.

PSM2 RECKONS *The graphics engine has also been tweaked, with improved environmental and weather effects. It's pretty much your basic upgrade and should keep fans happy, but if you were turned off by the first game, chances are you won't give a fiddler's pluck about* Ten Hammers. *Also, could* Ten Hammers *be the worst game name of all time? It's up there. Though it's not as bad as* Herdy Gerdy.

TEN HAMMERS TIME: A awful name, but the game should be as good as ever.




CLOTHES ENCOUNTER: Doubtless, you'll be able to nick this chap's clobber and disguise yourself.

HE'S BEHIND YOU! There'll be just as much emphasis on jumping people from behind as in earlier games.

GUN AND DUSTED: As ever, shootouts should only be a last resort.

WHAT A DRAG: Drag bodies and hide them from prying eyes.

STEPPING OUT: It all looks suitably grim and dark.

■ Developer: Io ■ Publisher: Eidos ■ ETA: August

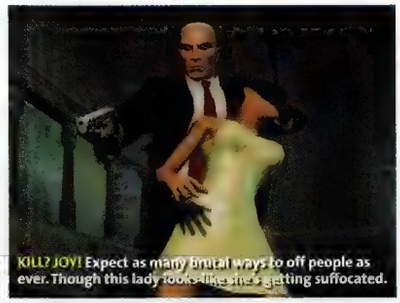
HITMAN BLOOD MONEY

It's business as usual for Agent 47, only this time he's being pursued by *other Hitmen* and can, er, climb small objects. It's a mad world, that's for sure.

One of our biggest gripes with the last two *Hitman* games was not being able to spend our hard-earned on anything, but the good news is that a new system in ***Blood Money*** **lets you spend your ill-gotten wealth on equipment, information from other characters and weapon upgrades. How far this 'customisation' stretches remains to be seen, but apparently you'll be able to fiddle with recoil, rate of fire, damage and reload speed – the usual 'upgrade system' fare then, but a welcome addition to the series nonetheless.**

Further good news comes in the shape of a much-improved plot. Agent 47 is no longer living in a priest's shed and has fled to America after finding himself tangled up in a feud between two rival contract agencies. Furthermore, developers Io Interactive have made huge improvements to their impressive Glacier graphics engine, BAFTA-winning composer Jesper Kyd returns with an epic orchestral score, the AI promises to be more hyper-realistic than ever and it's looking like a proper sequel rather than a re-hash as *Contracts* so obviously was. Oh, and you can climb over stuff now – a small tweak, but an important one that should add a great deal to the gameplay.

PSM RECKONS *The news that Agent 47 will now be pursued by hitmen from other agencies should add an extra layer of tension and danger to the mix and the massively-increased number of killing methods should keep each level open for creative slaughter. We'll see how it pans out, but for now we're remaining positive that this'll be the best* Hitman *title yet.*


KILL? JOY! Expect as many brutal ways to off people as ever. Though this lady looks like she's getting suffocated.

ANDY'S MAGICAL RPG TOWER

FINAL FANTASY XII

The Sphere Grid system from *FFX* returns, Ashe and Vaan have had last minute redesigns (they look less childish now), those random battles are *definitely* gone and the new Active Dimension Battle system sounds very interesting indeed.

KINGDOM HEARTS 2

The troublemaking Heartless are back, only this time Sora can possess them for a short time and turn them against each other. The game will also be completely real-time, with a natural day/night cycle.

PHANTASY STAR UNIVERSE

Sega legend Yuji Naka's new *Phantasy Star* title promises online multiplayer and a fully-functioning single player mode. There's also news that you'll be able to control vehicles, ending the huge walks of the Dreamcast original.

FFVII: DIRGE OF CERBERUS

Square Enix, unhappy with *DOC* being labelled an action game, have come out and confirmed its official title – a 'Gun Action RPG'. This means that as well as gunning down foes, you can do the usual upgrading and stuff.

NAMCO X CAPCOM

With lush cutscenes and the prospect of pitting Namco and Capcom characters against each other, there's no reason for this not to be great. It'll be more accessible than *Disgaea*, but just as deep and engaging.

■ **Developer:** Criterion ■ **Publisher:** EA ■ **ETA:** September

BURNOUT REVENGE

Burnout with the destruction turned up to 11. Get very excited, people.

The *Burnout* series of games exists purely because men like destruction. It's why we love TV shows with names like 'When Skyscrapers Get Demolished – To The Extreme!', it's why we always rush to the window whenever lightning sears across the sky, secretly hoping it's going to reduce the house of a disliked neighbour to rubble, and it's why *Burnout 4*, even more so than its predecessor, places the emphasis of play squarely on absolute, wild, exhilarating devastation.

It's just all about the crashes. Previously, every time you mashed into another motor, you'd total yourself as well. Depending on the cars involved though (a mini won't take out a double decker bus, say) this isn't always the case any more. Now, you can smash into everything on the road and create a 'domino effect' of destruction as cars fly into each other and shards of burning metal shower down everywhere.

It's impossible to over-emphasise just how much this adds to the game. Everything around becomes a target for your stupid macho destructive tendencies. One of your rivals had the cheek to buzz past you? Simply slam sideways into him and watch – gobsmacked – as he careers into another car, which lurches across the road, into a bus, which grinds to a halt and forces several other cars behind to smash into it and literally fly across the road, landing in a fiery ball of molten metal. It's far more spectacular than before. But that's simply going to make your rival seek you out and try to get you back – hence the 'Revenge' tag. Chuck in the ability to perform a Crash Breaker every time you're smashed up and you've got something very special indeed.

The tracks themselves are more geared towards combat, even more rammed with pillars, lamp posts and obtrusive walls for you to ram your opponents into. They're also full of shortcuts, diversions and ramps, all of which can be used to either get ahead of the pack or simply cause more pain for your opponent. The new-look darker graphics work well too, which, coupled with the abundance of traffic, add a more claustrophobic feel to the action than previous that, in turn, ramps up the aggression factor as you try to barge your way into the gaps between cars.

PSM RECKONS *This will be better than* Burnout 3. *It will, in fact, be better than almost anything you can ever imagine. Yes, even better than beer-flavoured steak. And that'd be pretty damn good, really.* Burnout 4 *appeals to the crashy-smashy destructive instincts more than ever before and will – excuse the hype – be amazing. We can't wait for this one.*

E3 INSIGHT

EXTRA TIME

Revenge has loads of extras too, including Time Attack, online play, a scoring scale (the Revenge Meter) that marks you between 'Angry' down to 'Mostly Harmless' and the return of *Burnout 2*'s Pursuit Mode. Already, with four months till release date, this looks so much better than *Burnout 3*.

BURNOUT PHWOAR: This'll be one of the best games on PS2. Serious.

SKID ROW: As before, you can control your massive crashes to earn extra points.

CRASH IT UP: The crashes are hugely spectacular. More even than in *Burnout 3*.

■ **Developer:** Criterion ■ **Publisher:** EA ■ **ETA:** September 1st

BURNOUT LEGENDS

It's *Burnout* on PSP. Isn't this going to be brilliant? Well, *probably*, but...

On the face of it, there oughtn't to be anything better suited to handheld gaming than *Burnout*. Handhelds are all about short, ten-minute fizzy bursts of play that give you an adrenaline kick before you have your tea and watch Neighbours. And that's just what *Burnout*'s always been about as well. But even Criterion themselves admitted they weren't sure if they'd be able to actually pull *Burnout PSP* off, what with the sheer speed coupled with the amount of traffic they'd need to display.

However, although we have slight reservations, we reckon that Criterion are, like Postman Pat, probably going to deliver the goods. *Legends* cribs the best tracks from the first three games (hence the name), along with Crash mode, Takedown Mode, Time Attack, new cars and a multi-player Wi-Fi option (definitely four-player, hopefully six) and is, pretty much, exactly the way you'd expect *Burnout* to be on PSP – it digs along at a rare old pace and it's as fun as a Helter-Skelter made of Smarties.

And yet, right now, it lacks that all-important sense of impact. Hurtle into another car and it doesn't feel like tonnes of metal smashing together. Instead, it feels like what it is – some pixels bumping into each other. Mind you, a large part of this is down to the fact that, on the version we played, the sound had yet to be added. We sorely missed the crunch of metal-on-metal, though that will, undoubtedly, be added to the final version. But it's not just that lack of audio that saps the impact – if anything, it's simply the size of the screen. *Burnout*'s the sort of game that demands to be played on a big TV to fully appreciate the orgy of destruction. Scaled down, it's like Christmas Day as a 14-year-old. Brilliant fun, certainly, but just not as special as when you were the age of five.

But that's more a problem with the format than the game itself. And we're probably just being a bit picky, but hey, that's our job. *Burnout Legends* will be terrific, possibly even better than *Ridge Racer*. We may well find it to be the Ralf Schumacher to *Burnout 3*'s Michael – it bearing more resemblance to that version than the darker, more destructive *Burnout 4* – but that's still the sort of performance that the majority of racers only have in their wettest, wildest dreams.

PSM RECKONS *Terrific in theory, not yet so terrific in practice. More next month.*

KEEP IT REAL: It looks a bit more realistic than before, but it's no less frantic in motion.

■ **Developer:** Genuine Games ■ **Publisher:** Vivendi ■ **ETA:** Autumn

50 CENT: BULLETPROOF

Not the face! Singing meets ultraviolence in Mr Cent's take on *MTV Music Generator*.

Budding hip-hop producers rejoice! Proving that everyone's favourite P.I.M.P. isn't just about shooting, it's been announced that *Bulletproof* will feature an edit mode that'll let players spin Fiddy's freestyling vocals over a selection of original G-Unit beats.

Apart from that, it's bidness as usual for the man who's really called Curtis Jackson – he and his G-Unit posse'll be taking on 'some of New York's most vicious crime families' on a path through the big apple's underworld that eventually uncovers 'a vast international conspiracy.' No word yet as to how, but our money's on a *GTA*-style blend of punching and shooting, probably with Fiddy calling people 'punks' or 'bitches' along the way. It'll be hot as a tea kettle – word on that. Though it probably won't have a spout.

PSM RECKONS *It'll be the 'wordest' game in the 'hood', brother. Or something. As we still don't know how the game'll work, we can't really say anything much. Just wait and see.*

■ **Developer:** Reflections ■ **Publisher:** Atari ■ **ETA:** TBC

DRIV4R

Tanner's back! No, actually, scratch that...

It had to happen. Atari's hit, *Driv3r*, gets a sequel and – after the varied reception the game got last time – they've got some making up to do in many folk's eyes.

Details are still massively sketchy at the minute, but a mix of gossip indicates that the game will ditch everyone's favourite spud-faced hero Tanner in favour of a new playable character. Plus, in order to avoid needlessly over-stretching the team (something they were guilty of last time) they're avoiding any over-ambitious recreation of multiple cities. Rumour is that there will be just one city in the game, in a nod to the *GTA* games which have managed perfectly well with just one huge setting.

As for time period we're not certain. A modern day setting seems likely but we hear whispers of a retro theme too, the 80's appeal of *Vice City* being a major influence and still amazingly popular in culture-free 2005. Whatever they decide, we'll bring you the full scoop next month.

PSM RECKONS *We think this'll be good. But we're not sure. At all. More soon.*

SCREEN-AGE KICKS

100 years ago, magical gizmos like this would've had you burned at the stake.

It's not often that PSM2 features third-party hardware in the magazine. This is mainly because all third-party pads are basically the same and we're yet to use a steering wheel that is *in any way* better than a joypad. The best example of which came with your PS2. We think you get our point. But this latest offering from third-party leaders Joytech is too good for even us to ignore.

What is it? Well it's a screen that bolts quickly and easily onto your new slimline PS2, bolstering its mass by mere millimeters but adding a massive eight inch digital LCD screen, stereo speakers and not one but two headphone sockets to a machine that was already pretty special.

We've been using them here at PSM2 ever since we prised an experimental model out of the hands of the nice Joytech man, and we're proud to report that we love them. The design is as sleek as one of Sony's own, the SRS sound is loud clear and, the screen is second to none.

It even comes with a clever remote control that lets not only controls the screen and volume etc, but acts as a remote for the DVD part of your PS2 too. Fancy slinging one in your car, be it to keep the nippers quiet in the back or as the centrepiece of your ICE install? No sweat, it even comes with a cigarette lighter adapter that – get this – not only powers the screen, but the PS2 as well.

PSM RECKONS *We love it when a plan comes together. At last your PS2 has a screen that a) doesn't look like a dustbin lid and b) won't break the bank at £109. Your slimline PS2 just got a whole lot better.*

"THE CIG LIGHTER ADAPTER POWERS THE SCREEN – AND YOUR PS2"

SPEAK(ER)EASY
The stereo speakers are good, because they let you hear things, and not hearing things is rubbish. Someone who can't hear would probably tell you so, except they'd not hear you ask.

UP THE BRACKET
Hinges are important in life. Without them, doors would always be open and we'd die of draughts. These click into your PS2 nicely and keep the screen stable, even on car journeys.

FEELING REMOTE
We missed it off the picture, but the monitor comes with its own remote control, that operates both the screen and the PS2 itself. In case you're too lazy to just lean forward a bit to do it.

SCREEN SCENE
The screen's certainly bright. So bright, in fact, it burnt holes in our eyes. It offers terrific clarity of detail as well, making it excellent for gaming, movies and episodes of Emmerdale.

ADD-ONS GALORE
We've already mentioned that the unit comes with a remote control and a car adapter in the box, but how about an optional TV tuner (giving the screen an aerial and SCART input) too. Also, watch out for the Travel Carry Case which will hold your PS2 and screen combo along with all your wires and gubbins, ready for a quick-release set up on the move.

E3 NEW HARDWARE SPECIAL!

MEDIA RECORDER VRX-02
The best peripheral ever, this. Hook this baby up to your TV and record programmes directly onto your Memory Stick in MPEG format. Import it from Japan for £75.

ULTIMATE CABLE PACK
It's, well, a big pack full of cables. The ultimate pack full of cables, apparently, and very handy indeed in case you've lost a SCART lead or something. Available from Joytech for £12.99

SNIPER RIFLE
A stupidly macho pump-action light gun, ideal for 'all' those lightgun games like *Time Crisis 3*, *Silent Scope*... wait, it doesn't work with that. Oh dear. Available from VGA, price TBC.

WEIRD BATARANG PAD
Look at this third-party pad. It's quite ridiculous. It looks like some sort of sex fetish boomerang. Who'd ever want one of these? What's that? Official PS3 pad? Oh... Isn't it great? We love it!

ACCELERATOR E3 EXTRA
Last-minute E3 bombshells

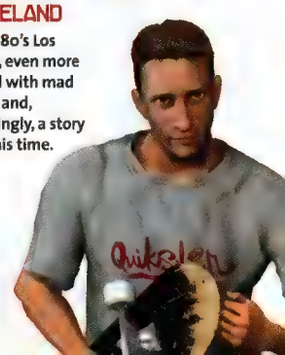
PRINCE OF PERSIA 3
The latest screen of the third PS2 Prince outing, which continues to look better and better every time we see it. This should be *very* good.

FINAL FIGHT: STREETWISE
The ancient classic returns. Expect hardcore street-fightin' action and to have to earn respect from the other street gangs of the game.

BULLY
Rockstar go back to school with this game about standing up to bullies and playing pranks. Different, certainly, but intriguing.

OKAMI
Another shot of Capcom's beautiful looking wolf 'sim'. Defeat evil beasts and restore a tiny bit of colour to a near-monochrome world each time.

TONY HAWK'S AMERICAN WASTELAND
Set in 1980's Los Angeles, even more rammed with mad stunts – and, interestingly, a story mode this time.



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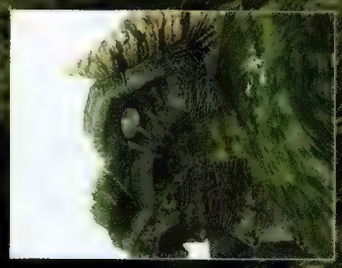


E3 INSIGHT

SO WHO WON? WHAT DID PEOPLE MAKE OF PS3?

"Playstation 3 Officially Punches Xbox 360's Lights Out", cried leading technology magazine T3. "If the footage shown today is anything to go by, then Ps3 is the initial 'winner'", reasoned the Guardian website. Accepted opinion is that Sony edged the show – if early footage is genuine.

■ **Developer:** Sony ■ **Publisher:** Sony ■ **ETA:** Autumn

SHADOW OF THE COLOSSUS

The sequel to the incredible *Ico* looks like it's about to surpass its predecessor in every way.

Chances are you missed out on *Ico* – just a limited number of copies were released here – but don't worry, because half-sequel, *Shadow of the Colossus*, promises to be everything its predecessor was and more.

If you thought the environments in *Ico* were impressive, *Shadow*'s vast, landscapes will have you reeling with agrophobia. They stretch for *miles*, dotted with mountains, temples and forests, and you have free reign of it *all* on your quest to slay the real stars of the show, the Colossi.

As you've no doubt already gathered from the screenshots, they're *huge*. Colossal in fact, hence the name, and defeating them is just as enormous a task. Serving as moving levels, you'll have to discover their weak spot, latch on, climb around their bodies and find a way of toppling them. There are 16 in total, each presenting a different problem – including actually *finding* them.

The nameless protagonist, who must destroy the Colossi to free his lover from a mysterious coma, can raise his sword to unleash a beam of light that'll help him locate his target. You make your way across the environment on horseback, which comes in handy when you're trying to catch up some of the faster Colossi – one scene sees the hero leap from the back of his horse, onto the beast's leg and then scramble up to destroy it.

Visually, the game retains the same soaring, minimalist style that *Ico* did so well, coupled with delicate ambient sound effects that makes playing a satisfying and serene escape from the noise and clatter of other games. There's nothing else like it on PS2, nor anything as enchanting.

But despite its obvious worth, the appeal of such an inventive, imaginative game is still very niche and we don't imagine it'll be *flying* off the shelves. But still, we can't wait to get our hands on a finished version come Autumn. If this isn't good we'll eat our own hands. Without ketchup.

■ Developer: Capcom ■ Publisher: Capcom ■ ETA: TBC

ONIMUSHA: DAWN OF DREAMS

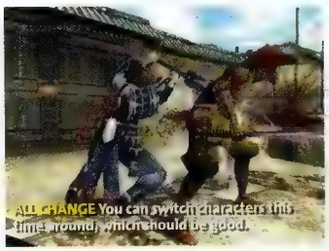
'Musha takes one more stab at PS2, but will it be as good as the majestic *Onimusha 3*?

We were convinced that *Onimusha 3* would be the last of the series to appear on PS2, but clearly we were wrong – Capcom still have more soul-sucking to foist upon us. Set 16 years after Samanosuke and Jacques' supposedly penultimate (although probably not, knowing *Onimusha*) battle with Nobunaga, *Dawn of Dreams* pits an all-new character (i.e. not based on an actor á la Jubei, Jacques and Samanosuke) against nasty Genma boss Toyotomi Hideyoshi, the evil bloke from *Onimusha 3*'s post-credits FMV.

PSM RECKONS *The game's only 30% complete so details are thin on the ground, but ace Producer Inafune's keen to make the game more action-packed and accessible than before. There's also word of a new 'allies' system that lets you switch between characters at will, and bigger, more open-ended, environments that require lateral thinking to unlock, as opposed to the linear system of before. After the storming third instalment, we'd be shattered if this turned out anything less than completely belting.*

THE FAST AND THE FURIOUS: *'Musha 4* looks set to be astonishingly, even more action-packed than ever.

"WE'D BE SHATTERED IF THIS TURNED OUT TO BE ANYTHING LESS THAN BELTING"



ALL CHANGE You can switch characters this time 'round, which should be good.

IMAGE CONSULTANT: It looks even better than before.

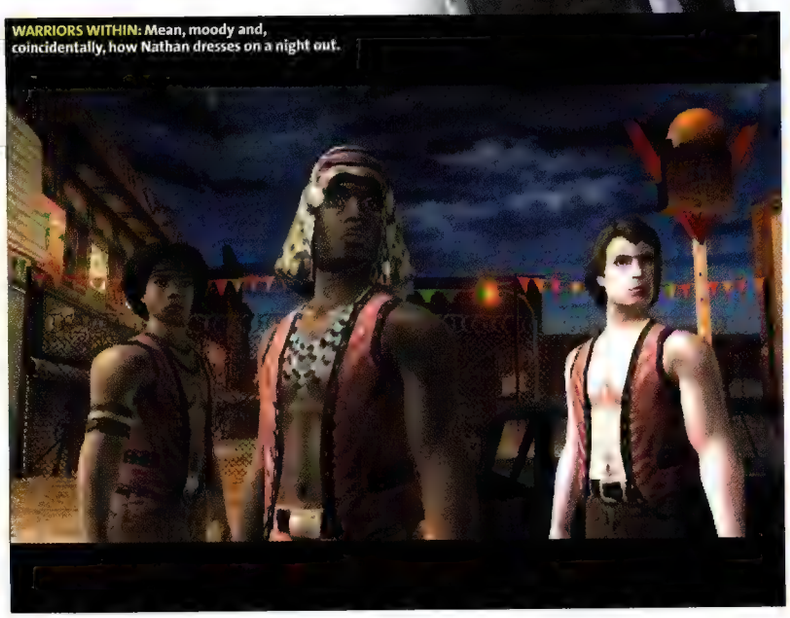
■ Developer: Rockstar ■ Publisher: Take-Two ■ ETA: Summer

THE WARRIORS

Rockstar's retro gang classic *finally* comes out to play.

People running until they're exhausted. Sinister DJs. Face-painted gangs smacking each other with baseball bats. What's the connection? They're all things that Rockstar do outrageously well – as proven by *GTA* and *Manhunt* – and they're all occurrences in The Warriors, Walter Hill's 70s cult gang classic. Although we've known about the existence of the game for, ooh, at least a year now, these shots – showcasing the facial likenesses and damage modelling – are the first to be released. Like the film, the game revolves around the titular gang's attempts to get back to their base on Coney Island after being framed for the murder of the biggest gang leader in New York City – with only several thousand gang members between them and safety. Soundtrack should be boss, too.

PSM RECKONS *If this isn't the best movie tie-in all year, we'll paint ourselves like mimes and storm the Rockstar offices. It should be brilliant.*



WARRIORS WITHIN: Mean, moody and, coincidentally, how Nathan dresses on a night out.

BEATEN BLACK AND BLUE: It should be as beautifully violent as all Rockstar's games.

NEXT MONTH!

GRAND THEFT AUTO PSP
Rumour has it that *Liberty City Stories* may be here sooner than you think...

PLAYSTATION 3
Impressive. But what does it all mean? Full waffle-free blowout next month.

METAL GEAR SOLID 4
Further details on Solid Snake's PS3 debut. Bring it very much on...

THE GODFATHER
Great? Crap? Next month, we intend to find out for sure. Probably.

NFSU: MOST WANTED
Most Wanted? Even more wanted than *Burnout 4*? A brave boast indeed...

THE WARRIORS
If this isn't good, we'll beat Andy until he weeps. A win-win situation, then.

PLUS ALL THESE!
50 Cent, SSX4, Marvel Nemesis, Gengi, Resi 4, King Kong, FIFA 2005, Driv4r, Call Of Duty 2, Killzone 2 and *The Hulk*!

Accelerator

45 SOCOM: FIRETEAM BRAVO
PSP gets its first war game – how will the horrors of war translate to handheld? We take a look.

48 FIFA 2005
As sure as night follows day, *FIFA* follows the launch of a new piece of hardware. Would we rather it was *PES* instead? (Clue – yes.)

49 TIGER WOODS PGA TOUR
And we've got another of EA's big sports franchises. We go for a stroll in the rough with Tiger.

GTA: LIBERTY CITY STORIES

Yep, that's the name of the PSP version of Rockstar's number-one selling franchise. And it will be in your hands on the same day as the UK launch of PSP, September 1st, 2005.

There must be something in the water at Rockstar's head office. If keeping your cards close to your chest was a sport, then they'd be Olympic champions. But now they've played their hand and announced not one, but *two GTAs* – on PS3 and PSP.

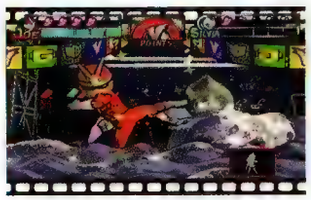
We're not complaining, mind. We love *GTA*. And the fact *GTA: Liberty City Stories* will almost certainly make it for PSP's September launch date makes us even more excited. The game's being made by Rockstar Leeds, formerly known as Mobius Games and, quite worryingly, they've never worked on a 3D game before – well unless you count PC title *Titanium Angels*, which was canned. Despite their non-existent claims to fame, we're sure the game's going to turn out to be great. Rockstar wouldn't let a crap version sully the franchise, surely? Anyway, what do we know about the PSP version? Well, not a lot really, but with the game having a suffix that suggests it's going to be broken down into separate stories, it could be the first *GTA* to shy away from the free-roaming elements of it's predecessors.Rockstar boss Sam Hauser's been talking about "revisiting Libery City and seeing it from an amazing new perspective with an entirely original storyline," which sounds exciting. We're also expecting some sort of Wi-Fi mode. Just think, there could be head-to-head racing or a multiplayer territories game where you and your chums have got to take over other people's turf.

//IT COULD BE THE FIRST GTA TO SHY AWAY FROM FREE-ROAMING GAMEPLAY//

PSM RECKONS *With speculation rife about a summer release date in the US, we'd be suprised if this wasn't a launch title when PSP is available in Europe. We're mildly concerned by the lack of credentials from the developers, but Rockstar wouldn't trust this huge project with any ol' code monkeys, so we'll give them the benefit of the doubt. Don't be surprised if you see a full review, right here, next month. Watch this space. Closely.*

PUZZLING PSP

Puzzle games are all the rage on PSP. The likes of *Mercury*, *Lumines* and the upcoming *Smart Bomb* are great, but Sony's *Frantix* is something else. With 150 levels, it's the first character-driven puzzler on PSP. It sees you working your way past monsters, traps and power-ups as you battle against the clock. It's currently shaping up rather nicely.



DOWNLOAD PS3 FILES TO PSP. ANYTIME. ANYWHERE.

Use PSP to remote control your PS3 and download music, movies and games via Wi-Fi from anywhere in the world.

That's the shock news from Sony's pre-E3 conference – you can use your PSP to access your PS3 (using Wi-Fi technology) and download your stash of media files, including music, movies and photos. Even better, provided the telecommunications companies get their act together, you'll be able to do it from anywhere in the world.

Just imagine it – you're using your PSP to play music MP3's in a New York night club while, say, chatting with J-Lo. Or in Burnley town centre while talking to your nan. As Jay-Z plays for the hundredth time, you decide to remote access your PS3 – acting like a remote media server in, let's say, your home town of Darlington – and download a new album or playlist. The opportunities are endless.

The technology can also use local range infra-red. So that means you could be playing PSP in bed, get bored of whatever game you're playing, then switch on the PS3 with the same technological marvel.

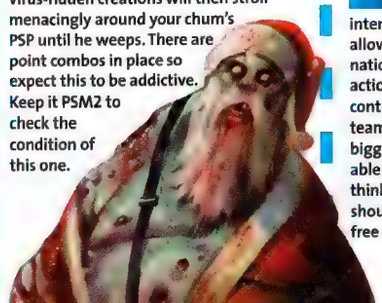
PSM RECKONS *It's a brilliant idea – and proof that Sony are committed to using PS3 as a form of media hub to store all your photos, games and music. That's why they've put so many USB hubs and outputs on the back of the machine. Sure, it's a way off, but a great bonus for PSP owners.*

IT'S A VIEWTIFUL DAY

One of our favourite developers, Capcom, is preparing an assault on the PSP market with some of their biggest franchises. Among these titles is *Viewtiful Joe: VFX Battle* (working title) – a brand new head-to-head fighting game, where Joe and his chums battle it out with their VFX skills to see who will star in Captain Blue's new film. Sounds good. Also pencilled in for Capcom's PSP foray is PS2's online adventure *Monster Hunter*. Players will be able to raise their own monsters and, despite the lack of online capabilities, you'll be able to set-off on four player expeditions, thanks to the Wi-Fi mode. Brilliant. Lastly, *Street Fighter Alpha* is set to dragon punch its way into the handheld arena. We're already excited.

INFECTIOUS GAMING

The zombies are on the march in Majesco's new splatter-'em-up *Infected*. You play as Officer Stevens, a cop whose blood has the power to kill the disease that created the undead hordes – and uses a gun that fires his own claret. Quite. The best thing about this shooter is the fact that you can design your own character and then infect another player's PSP by winning a head-to-head match with them. That's right, hundreds of your virus-ridden creations will then stroll menacingly around your chum's PSP until he weeps. There are point combos in place so expect this to be addictive. Keep it PSM2 to check the condition of this one.



KISS GOODBYE TO SPARE TIME...

Sega's *Football Manager* hits PSP.

Sports Interactive are to debut their number one selling PC title *Football Manager 2006* on PSP and find a whole new hand-held audience for the spreadsheet-intensive footie game. The PSP version will allow you to take control of countless club and national sides from around the world and the action – signing players, negotiating your own contract with the board and giving half-time team talks – will be served up in portions bigger than Mourinho's ego. But will PSP be able to handle this stats-based footie title? We thinks so. With this arriving very soon, it should be the ideal way to spend those footie-free summers. And we can't wait.

"THE CON IS ON"

FIGHT HERE, FIGHT NOW.

So far we've had almost every different type of game on PSP. Driving, shooting, puzzlers – it's all there. However, there's a void to be filled – beat 'em ups. But Sony look set to be throwing the first punch (OK, second, after *Vampire Chronicle*) with underground battler *The Con*. *The Con* – featuring 20 characters and face-mapping capabilities – throws you into a world of illegal brawls for cash. In a neck-snapping twist, you don't need to win fights to progress. Instead you can decide to take a 'dive', but choose your moment carefully because the baying crowd won't take kindly to some softy folding like a flan in a cupboard. There's also the chance to fight in three man tag-team battles over Wi-Fi, which should provide many chances for brutality.

HANDHELD FANTASY

Crisis Core is part of Square Enix's new *Final Fantasy VII Compliation* series, consisting of *Dirge of Cerberus* (on PS2), *Before Crisis* (some awful mobile phone thing) and the UMD movie, Advent Children. The game is almost definitely a prequel, featuring *FFVII* protagonist Cloud and his mentor Zack, following their adventures as members of SOLDIER, a fold of special operatives Cloud later abandons to work with the resistence group, AVALANCHE. Unless you're an *FF* fan, this likely means nothing to you, but for the select few who finished the PSone game, this is fantastic news. It still remains unclear, however, whether *Crisis Core* is a fully-fledged RPG, or watered-down like *Final Fantasy X-2*.

BACK IN DAX: We're looking forward to this more than the new PS2 *Jak*, really.

DAX ON, DAX OFF: Expect the usual high-quality platforming.

DAX-IMUM IMPACT

If you ever wondered what Daxter got up to in the two years between him being transported to Haven City at the end of *Jak & Daxter* and freeing Jak at the beginning of *Jak 2*, let your PSP explain. *Daxter*, the new platformer from Naughty Dog, revolves around Jak's gobby mate and follows him on a crime spree as he crashes around Haven City, and other areas not seen in the PS2 games, causing trouble. He can enter 'animal' mode, which lets him climb around the level and perform slick, acrobatic special moves. There are also dream sections planned that, when Daxter takes a kip, thrust you into his deepest, darkest fantasies. This should keep things interesting as we explore the warped mind of the fuzzy, sociopathic swine. Good stuff.

DREAMLAND: Enter Daxter's dreams and explore his weird mental state.

TWO-MAN GANG: Just the one squadmate this time, for simplicity.

SOCOM ON, FEEL THE NOISE. AND THE PS2 CONNECTIVITY.

Simplified gameplay and the ability to connect with *SOCOM 3* on PS2. Nice.

What with the lack of buttons on PSP, a straight-up *SOCOM* translation simply wouldn't work. Being the excellent designers that they are though, Sony have realised this and simplified things a bit in (deep breath) *SOCOM: US Navy Seals: Fireteam Bravo*. Firstly, you only have one squadmate this time, making giving orders and the like easier, while strafing is a simple case of holding the left trigger and pulling the analogue stick.

Great news, then, and it doesn't end there. If you end up owning both *Fireteam Bravo* and *SOCOM 3* on PS2, you can use a 'crosstalk' feature that combines both games and 'alters events' according to what's happening in either title. We've no idea what this means, to be honest, and the developers are keeping tight-lipped, but it's good to know that they're experimenting with PSP connectivity. Let's just hope whatever it is they have in mind pays off.

PSM RECKONS *Wi-fi multiplay has been confirmed, although the number of people who can play at once hasn't been revealed. But with the promise of being able to make your own clans, the numbers must be relatively substantial. Promising as many weapons and levels as its excellent PS2 big brother – more on that next issue – this should be massive. Well, as handhelds go.*

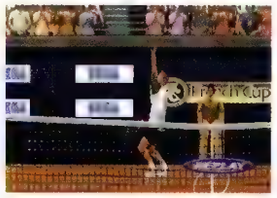
SOCOM MOM PEOPLE: We're looking forward to the connectivity of this.

GAME, SET AND MATCH TO SEGA...

Virtua Tennis? Yes, please...

No other game came close to knocking *Virtua Tennis 2* off the court when it arrived on PS2. It was the now defunct Acclaim that had the privilege of releasing it, after licensing the title from Sega, who released the Dreamcast original. And in hindsight, a sequel might have saved Acclaim from bankruptcy. Maybe.

Anyway, Sega have reclaimed their legacy and are about to launch *Virtua Tennis World Tour* on Sony's handheld. With an upated roster (expect pros like Federer and Sharapova to make an appearance) and the precise tennis action which the series is famed for, this should be perfect for PSP. Tennis is straightforward, after all, so should fit perfectly onto a handheld without any complications. There are also Wi-Fi match-ups, with the possibility of a four player doubles session with your mates, and we're expecting minigames and a range of famous stadia from around the world to play in. Let's hope there's a photo-mapping create-a-character mode to top it all off. Should be fun either way, however.

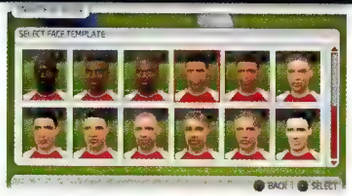


"DUB BE GOOD TO PSP"

Club Class

Everything you know and love from the *Midnight Club* games has been translated to PSP for this scaled-down spin-off. You can customise cars 'til they're unrecognisable and skid across three full-scale cities – Atlanta, San Diego and Detroit. New features include a six-player Wi-Fi mode that Rockstar claim will 'set the standard' for PSP. As well as every game mode from the PS2 version, there are some as-yet-unnamed new race types designed specifically for 'play on the go', so it's more than just a mere port. They also claim it'll be the fastest racing game on PSP and that they've made the best of the screen, letting you reach speeds of up to 220mph. Man, that's *serious*. Word.

PlayStation.2 WITH NET PLAY
CAPCOM
monsterhunter.co.uk
Hunting season has begun.
8/10...
"AS EXQUISITE AS ANYTHING WE'VE SEEN ON THE PS2"...
"TRULY SPECTACULAR"...
MONSTER HUNTER
PREPARE FOR THE ULTIMATE HUNTING EXPERIENCE:
Customise your hunter, choose your weapons and go forth in search of your prey.
Take on the monsters alone or hunt in a pack by teaming up with others online.
Explore the vast breathtaking locations and use all your hunting prowess to bring home the biggest trophies in the most fierce battles ever experienced.
Just be sure you get to your prey, before you become their prey.
PlayStation.2
MONSTER HUNTER
12



The MON£¥ $HOT

As you can see, it all looks absolutely excellent, with all the correct kits and stadia. Visually, *FIFA* remains as much of a treat as ever.

ROUT AND ABOUT

Challenge mode is a welcome diversion from the serious footie action. Hitting the pitch here will put you in various footballing situations from history. So you could be <ahem> coming from behind like the French did against England in the 2004 European Championship or recreating Arsenal's 4-0 demolition of Charlton from earlier this season. There are 40 of these challenges to work your way through, so they should last you a while. And there's also the chance to custom build your own situation and let your mate try to overcome your devious footballing scenarios.

EURO-LLING BACK THE YEARS: **You can set up past Champions' League matches.**

MONACO FLOW: **Always wanted to bring Monaco back from a 4-0 defeat? Now you can.**

INFUSTRIP

FIFA 2005

It was odds-on to be a launch title and EA haven't disappointed. Well, not in that respect anyway.

DETAILS

Developer: EA
Publisher: EA
Players: 1-2
Memory Save: 112KB

GAMEFAX

Sports
Official License
Network Play
Sequel

TRIVBURST

- Challenge mode allows you to recreate famous matches from history.
- Wireless head-to-head play mode.
- EA Pocket Trax™ lets you listen to the soundtrack and watch selected music videos.

PUBTALK

The smart arse thing to say down the boozer.
"The PSP version is latest in a long line of platforms to receive the dubious benefit of *FIFA*. It's been on more than 20 other formats, including 3DO, Game Gear and mobile phones."

There are irrefutable rules in life. Day follows night. Three buses will turn up at once. An open packet of Haribo is an empty packet of Haribo. And, of course, a new games format means EA churn out another instalment of *FIFA*. The multi-million selling football game has always been second best to *PES* on PS2. But with no *Pro Evo* on PSP until November, EA have the chance to dethrone the current (and only) champion, Sony's *World Tour Soccer* (80% in PSM2#61). And guess what? They've only gone and fluffed a one-on-one opportunity.

From the opening whistle, you'll appreciate the effort that's gone into the visuals. Menus are easy to navigate, stadiums are well represented and the players, apart from looking a little like extras from Shaun of the Dead, are well rendered. Simply put, football has never looked this good on a handheld. So what's our gripe? The controls and some cringeworthy glitches.

Despite EA making futile attempts to convince us *FIFA 2005* isn't just a direct port from PS2 to PSP, we beg to differ. Apart from Flashback, which lets you save a game at any stage and return at a later time, everything else remains pretty much the same as it ever was. There are still hundreds of teams to choose from and loads of game modes to play through (World Cup, Season and so on).

But one unnecessary transfer to PSP is the complex control system. Why it hasn't been streamlined is anyone's guess. First Touch and skill moves are assigned to the D-pad, while player movement is on the analogue. So unless you've got a second mutant-like thumb on your left hand, you're going to have to let go of the stick to pull off a crucial feint or shimmy. Rubbish. Not only that, the analogue makes positioning shots a chore, meaning you usually shoot towards the corner flag rather than the top corner of the goal. *World Tour Soccer* has a simplified control system (and the ability to change between D-pad and analogue) and it works fine. Why not just copy it? Another woeful glitch is the way the game freezes before the ball crosses the touchline. It totally shatters the illusion of reality – the game *knows* the ball's going wide, and starts loading the goal kick before it actually happens. Crude. Loading times are equally poor, with agonising pauses between tactics screens and menus.

It's a shame that the controls and graphical glitches spoil an otherwise astute footie title. It's certainly playable enough, and drilling home a 30-yarder with Rooney still feels deeply satisfying but, just like Kieron Dyer, *FIFA 2005* looks like it could well be quite special, then buggers it up by doing something brain-scaldingly stupid. Damn. **Nathan Irvine**

■ *Import* FIFA 2005 *now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ A solid game of footie in the palm of your hand. – There's little in the way of innovation.	+ Nice player visuals and character animations. – The touchline glitch is really annoying.	+ Brilliant atmospheric stadia set the mood well. – The soundtrack tends toward the bland.

LIFESPAN
With so many teams, tournaments and leagues to play through, you've got plenty of replay value in this one.
MINUTES — YEARS

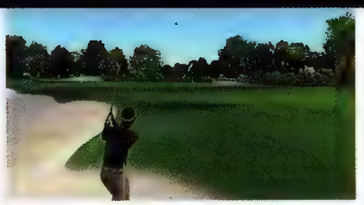
IT'S BETTER THAN...
FIFA STREET PS2

IT'S WORSE THAN...
WORLD TOUR SOCCER

It had the potential to be one of the best titles on PSP, but it's marred by a dodgy control system. Agonising loading times and graphical glitches mean this is for undiscerning footie nuts only.

68

The MON£Y $HOT
Here's Tiger in action. Yeah, he's ace at golf, but he's a bit boring, isn't he? Still, a tiger can't change its spots. Eh? Leopard? *Stripes?* Oh.



FAME ACADEMY

Also making its way to PSP is Legends Mode. This is where you get to pit whatever it is you pass off as skills against someone, well, legendary, like Jack Nicklaus or Arnold Palmer and, in the unlikely event of you winning, you can play as them. Gawp! As they hit a hole in one from an improbable distance. Sob! As your amazing drive suddenly veers left and lands in a massive lake. Throw! Your PSP out the window in frustration as you lose *again*. Then retrieve it and have another shot. You'll do it eventually. You just will.

JACK OFF: **It's Jack Nicklaus, see. Here he is, attempting to snap his club *with his bare hands*.**

JUMPING JACK FLASH: **Actually, Jack doesn't do any jumping. He's a bit good at golf, mind you.**

INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 288kb

GAMEFAX

Sports
Addictive
Official License
Hard

TRIVBURST

- Create your own golfer or play as an actual living, breathing golf bloke.
- 12 courses, including Sherwood Country Club and St Andrews.
- Wireless multiplayer with lots of different game modes.

PUBTALK

The smart arse thing to say down the boozer.
"Tigers don't actually live in woods. They live in the jungle, which is like a wood, but bigger and hotter and full of monkeys. Sorry, am I boring you?"

TIGER WOODS PGA TOUR 2005

Not quite as good as the PS2 version, but you do get to play wi-fi Bingo, Bango, Bongo. Which is always nice.

If you go down to the woods, so the rhyme goes, you're in for a big surprise. And that applies to *Tiger Woods* on PSP, because, when you tee off on the first hole, Tiger goes off on a spectator-killing rampage with a sawn-off shotgun before downing a bottle of vodka and passing out in a pool of his own vomit.

No, just kidding. Ho ho. In fact, *Tiger Woods* PSP is exactly as you'd expect a handheld version of EA's excellent golf sim to be – slick, addictive, rammed with different game modes (strokes, skins, driving shootouts and so on) and fronted by one of the least charismatic men in golf and, indeed, the world. No offence, Tiggs. Anyway, the most recent PS2 version was very good (82%, PSM2#54) and this is almost as good as that. But, crucially, not *quite*.

You see, the problem with this PSP version lies with Woodsy's patented swinging system (flip the stick back for backswing, forward for forward swing and hammer R1 for extra power). Let's face it, the PSP stick's not as precise or sensitive as the PS2 stick, meaning, ultimately, that you're more likely to screw your shots in some horrible direction through no real fault of your own. It's not crippling, by any means, and you certainly get used to it, but Tiger veterans will notice the difference straight away.

PSP exclusive stuff? Not a whole load, we're afraid. In fact, there's just Bingo, Bango, Bongo, which might sound like some sort of sex orgy in a bingo hall, but (sadly) isn't. Instead, it's basically a wireless race between players to see who can achieve a series of objectives first – get to the green quickest, hole the ball fastest, that sort of thing. Wireless mode as a whole works well, in fact, without any major slowdown or graphical glitches. Which is nice.

With only a complicated Japanese version of *Everybody's Golf* as competition, *Tiger Woods* PSP is well worth teeing off with. But you can't help feeling that, with a modicum of tinkering, this could've been more than just an 'inferior to the original' PSP port and instead would have been something truly outstanding in its own right. Next time, perhaps. **David Cook**

■ *Import* Tiger *now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's *Tiger Woods*, and therefore is smooth as silk. – The driving method isn't so suited to PSP as PS2.	+ Sharp, crisp and effective. Pretty good, all told. – Textures maybe just a tiny bit flat.	+ Decent commentary to accompany you. – Menu music is rather offensive to the ears.

LIFESPAN
Lots of courses, characters to unlock and a good multiplayer, so this should last longer than a really, really big bag of crisps.
MINUTES — YEARS

IT'S BETTER THAN...
EVERYBODY'S GOLF

IT'S WORSE THAN...
TIGER WOODS PS2

Not as good as the PS2 version, sadly, but still just the sort of game you'll love on lengthy coach trips. It could do with a bit more polishing next time out, though.

76

NBA STREET SHOWDOWN

INFOSTRIP

DETAILS
Developer: EA
Publisher: EA
Players: 1-4
Memory Save: 256kb

GAMEFAX
Addictive | Stupid | Sequel | Network Play

Thank God it's not *FIFA Street*, eh?

There's a familiar pattern forming with PSP sports games. Whether it's *FIFA 2005*'s Challenge mode or *Tiger Woods'* Bingo, Bango, Bongo there's got to be something aside from the main action to keep us hooked. The trend continues with *NBA Street*'s Arcade Shootout. It's a simple free-throw game where you rack up huge scores via pinball machine-like bonuses – you know, multipliers, money balls that sort of thing. Busting out new high scores is deceptively addictive. But there's more to the game than that

NBA Street Showdown is by far the slickest of EA's franchises to hit PSP. Most of the features from the PS2 version have slam-dunked their way onto Sony's handheld, including the King of the Court career mode and the Gamebreaker moments. You've got all the character customisation options that you need, but, sadly, not the court creation mode from *NBA Street Vol. 3*. Nor does it have that game's extensive move set, which is a bit of a shame, but you can still alley-oop, unleash tricks and 'jam the rock' without fear of repetition.

It's all very moreish, from the main game through to the minigames (though there could be more of these). Even Shot Blocker (where you block free throws, natch) is addictive. And when you start passing the PSP around your mates, things can get seriously competitive.

NBA Street Showdown is an example of exactly how sports games should be done on PSP – short, yet plentiful, bursts of fun, delivered in a uncomplicated manner. It's a good lesson for future titles. Go and check it out. **Nathan Irvine**

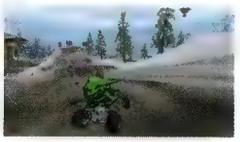
■ *Import NBA now*

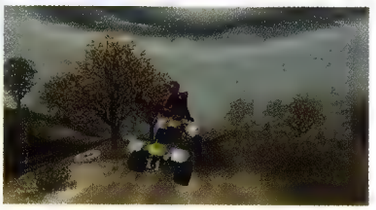
PSM2 VERDICT

Plays a great game of basketball and is entirely entertaining. The only problems are the loss of a few moves from the PS2 version and a lack of extra game modes. Worth the asking price.

80

The MON£¥ $HOT
Ah, the great outdoors. Cracking speed, the thrum of hot metal between your legs – and a catalogue of frustrations to make you yell.





ATV OFFROAD FURY: BLAZIN' TRAILS

INFOSTRIP

DETAILS
Developer: Climax
Publisher: Sony
Players: 1-4
Memory Save: 260kb

GAMEFAX
Driving | Extreme sports | NetworkPlay | Hard

Get those fists of fury ready, people...

There are numerous things in the modern world that spark fury. The British railway system, car alarms at four in the morning, Dr Who being set on Earth nearly every week *even though he can go anywhere in the galaxy*. Taking its place in the pantheon of irritants, though, comes the aptly-named *Offroad Fury*, which makes the player scream in several small, but important ways.

Firstly, on the outdoor races (most of the game, then), it's often very hard to follow the track, it generally being a brown path on brown ground with very few race markers pointing you the right way. Then, when you inevitably go hurtling off in the wrong direction, you get three seconds to return to the track again. Which would be fine, but if you don't go back to *the exact spot* you left from, you're dragged back there, losing valuable seconds. You can't simply just rejoin the track a little farther along. Given that it takes about two-and-a-half seconds just for you to register your error and then turn 180 degrees, it's simply impossible. And you get this as soon as you even venture a tyre outside the track margins, making sneaky short-cuts or scooting past on the outside of opponents impossible. And let's not forget that, if you leave the track on a tight corner, it often restarts you *facing the track boundaries*, so when you inevitably, instinctively press accelerate – you pelt off the course again. Bejaysus.

Other than that, *ATV*'s OK, but bog-standard. There are lots of race modes and stunt tracks, loads of customisation, it's pretty quick and, basically, does everything it should – but no more than that. You've got *Ridge Racer*. Forget this. **David Cook**

■ *Import ATV now.*

PSM2 VERDICT

The boggiest of bog-standard racers, riddled with more irritants than a TV talent show. You can beat some fun out of *Offroad Fury*, but only a masochist would really try.

56

NINTENDO DS

BLOW them aWay!

BLOW'N'CONTROL!

BECOME THE CHAMP!

BLOW BLOW BLOW!

DON'T YOU CHEAT!

GAME OVER!

OUT 6TH MAY

YOSHI Touch & Go

Yoshi is back to face off against the evil Kamek. Guide him through a world of danger and adventure by scribbling with the Nintendo DS stylus – and blowing into the built-in microphone. It's easy to pick up, but tough to master. Blow that high-score away!

WWW.NINTENDO.CO.UK

TOUCH ME!

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3+ www.pegi.info

KISS CHASE: This is Chase Edmunds. One for the ladies, perhaps?

KIMBO: Here's Jack's daughter, Kim. Phwoooaaarrrr. And so on.

PALMER CHAMELEON: If only Palmer was the actual real President.

BAD GIRL: This is Nina Myers. She's a wrong'un and no mistake.

JACK AND THRILL: Here's Jack. And his big revolver.

TONY THE LONELY **Mr Almeida went out with Nina. But now doesn't.**

24

THE GAME

Ever wondered what it's like being the unluckiest man on earth?

24, the hugely popular TV series is accelerating towards the climactic close of its fourth hit series. What better time to create a PS2 game packed with all the action, intrigue and frankly unlikely danger the show is famous for. Only PSM2 have infiltrated Sony HQ and seen the game in construction. Get this report back to CTU for analysis...

BAUER TO THE PEOPLE

Only 24 has a shouting and table-banging minigame

Eager to recreate the 24 experience fully, they've even included some trademark desk-thumping interrogation scenes into the game too. These are a mix of strategy and timing as you press buttons to launch different levels of coercion on your victim. Their stress meter journeys above and below an optimum point where they'll finally open up, so the secret is to apply just the right amount of pressure to get them talking. Play it soft and ask questions nicely and they'll chill out and play dumb. Get too rough with your suspect and they'll get so stressed they can't even talk. How does it play? Surprisingly well. Thanks to Kiefer and the cast putting in the hours recording hundreds of alternative dialogue lines, there's a surprising amount of variety to your questioning. It's just a shame that we can't resist always going for the 'TELL ME THE ANSWER NOW!!!' option really. Ah, well.

SPLIT PERSONALITIES

Because you just can't be in two places at once.

The creation of 24 the TV show was also to create a major head-fit of continuity problems. In normal television programmes, you see, you can just whang your lead character from location to location without any worries whatsoever. 'Thanks' to the real-time nature of 24, however, you have to actually get there in real-time or, alternatively, switch to another character in another place.

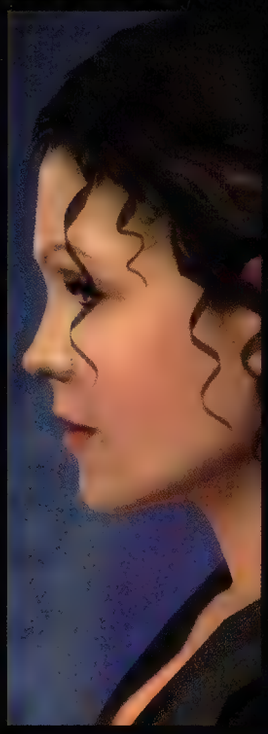
The game has similar problems to overcome and it does it in pretty much the same way as the TV show. During the game, as events are unfolding in another place, the screen will split into multiple windows allowing you to see what's going on elsewhere AND continue playing. During a gunfight we saw the split-screen was used to show us our assailant hiding high in the rafters, preparing to take a shot at Jack. This not only looks great but gives us a tip-off of his position or where we should be going next. It's a device used to keep the action moving – you're never left to wander around trying doors and searching for keycards in this game. In moments where you simply have to let Jack get to somewhere, the game will either throw in one of its many cut-scenes or allow you to switch to another character. Currently the developers are being very hush-hush about who else you get to play but there were mentions of at least some Kim and Tony levels too. Should be very good.

ALL LIGHT NOW. **The lighting glow's a very nice effect, isn't it?**

QUESTIONS AND ANSWERS

Ever wanted to know what went on between seasons two and three? The following burning issues are answered in the game:

How on Earth did President Palmer manage to recover from the attempt on his life?
Who looked after the country while he was ill?
Who was really behind the assassination attempt and what did they then do next when it failed?
Ever wondered how Kim first actually met Chase Edmunds?
Why didn't it work out between Jack and Kate Warner, eh?
Ever wondered how Chase first started working with Jack?
Or how Chase first came to work at CTU?
Just how does Jack end up in such a mess?
And, ooh, pretty much everything else you can think of. If it's 24-related, that is. Otherwise not.



PLEASE DON'T ASK FOR CREDIT AS DEFUSAL OFTEN OFFENDS. **The bomb defusal minigame in action.**

LADIES' NIGHT. **Kim and Nina don't really get on too well. Because Nina's evil.**

KARMA POLICE. **There's a lot of smoke coming from that bonnet. Go to Kwik-Fit, Jack.**

ALL ALONG THE WATCHBAUER. **The gunfights look like they're going to be exemplary.**

BAUER OF POWER: **Jack wonders what'll go badly wrong next.**

24
THE GAME

24: The Game is an ambitious mix of third-person, free-roaming action game combined with driving missions and a multitude of different mini-games inspired by action from the hit TV series. At least, that's what the press release says. What we reckon is that it's one of the most ambitious games Sony have ever undertaken. And – provided they continue to show the energy and commitment we saw upon our visit to the developer's secret bunker – it could well be one of PS2's biggest games yet.

Let's run some facts by you. The game is currently in development by Sony's Cambridge Studio – the team that created multi-million selling *Medievil*, the gorgeous (but slightly underwhelming) *Primal* and the 'clever' and 'unique' *Ghosthunter*. They've certainly got the skills, but now they've got a massive license to go with them.

"ONE OF THE MOST AMBITIOUS GAMES EVER – IT COULD BE THE BIGGEST TITLE YET"

STARRY-EYED

And to do the award-winning, smash hit series justice, they've got all the show's stars on-board. Kiefer, Cuthbert, Bernard (Tony Almeida to you) and many more provide hours of dialogue that took days to record. The team were given access to the show's cast, sets and sounds (one artist we spoke to proudly displayed snapshots of him buddying up to the show's stars), and they've even signed up series creator Joel Surnow to help with the look of the game and Duppy Demetrius – star-writer of many episodes – to pen the game's script. Yes, we like it when a plan comes together. It took the creators of PS2's *Matrix* game two games and three years to do the licence justice. *24*'s creators look like they're getting it more than spot-on fresh out the blocks.

So how does it play? Well, most of the time it plays like a third-person action/exploration game. The camera is perhaps a little tighter in than *San Andreas* or *The Getaway* (showing off those in-game likenesses perfectly) and in combat situations you get a targeting/aiming system that shares a lot with soon-to-be-PS2-smash *Resident Evil 4*. This is a very good thing. *24*, however, goes one better. It's all thanks to the right stick. Twang the stick and your targeting reticule swaps between bad guys for rough and ready pop shots. However, take time to aim, stop moving or perhaps drop and take some cover and the reticule closes up. Now move the right stick slowly and you can place a bullet precisely on the pin-prick targeting dot that has appeared in the circle. It's the perfect combination of lock-on and freedom, and one that makes *The Getaway*'s arm-waving fumble-vision and *San Andreas*' over-use of auto-lock look a little dated and wrong.

BEEN AND GUN

And a finely tuned gunplay system is essential if the makers are to get that 24-vibe right. The levels we played, while chocka with bad guys, actually panned out much as they would in real-life. Or at least, in a TV series aiming to be real-life. Bad guys don't just run at you, dishing up a screenful of cannon fodder, nor can you get anywhere by storming in with all guns blazing. The idea is that you play like Jack Bauer would – you lock down an area door by door, corridor by corridor. Pick your targets one by one, get them on their own and either avoid them altogether (press ◎ to enter Covert Mode – ideal for hugging walls and tip-toeing by) or take aim carefully and off them with a silenced headshot. It also helps if you use a little hacking skill to reprogram security cameras too.

This is perhaps *24*'s really unique bit. The TV series is littered with slightly far-fetched uses of technology and – to prevent the game from being just another action/stealth-'em-up – you get to grapple with your fair share of gadgets too. Calling these moments 'minigames' would be to sell them a little short. We saw bits where we had to scan a city block from a satellite searching buildings for a suspect, an instance in which we cracked a combination lock and – most memorably – we defused a bomb with a system of blocks and switches assigned to the 'shape' buttons on the joypad. Lesser developers would happily sell this as an innovative new puzzle game.

One such mid-level diversion was an excellent sniping mission set on a rooftop, where Jack has to locate and take out snipers in skyscrapers opposite

CUT-SCENE OF THE CRIME

It's hard to believe, but that isn't actually the *real* Kiefer Sutherland.

Sony Cambridge are massively proud of their cut-scenes. Back in the days of *The Getaway*, the Sony Soho team covered bit-part actors in ping-pong balls and took plaster casts of their bald heads in order to create their slot-mouthed likenesses. Sequel *Black Monday* introduced preposterous laser helmets that scanned the actors' faces as they delivered their lines, making the game's legendary talking potatoes possible. Now the process has finally reached a stage that can IN NO WAY be branded unnecessary and rubbish. They simply filmed the actors at the sound studio... No need for clever software that makes lip shapes out of sounds. And no trace of any scanning, lasers or ping-pong balls. No, the newer, even cleverer software recognises the look and shape of Kiefer's head as he talks and creates a full 3D in-game bonce with perfect lip synching.

Actually, there are two in-game bonces. One is hugely detailed and is controlled by the player for much of the game. The other is even more detailed and is used in the cut-scenes used to like together the 100+ game missions.

It works like this. Go to where you have to go, seamlessly slip between driving and exploring, then earn a cut-scene as your reward. Often the scenes will involve moving the characters to their next location so you don't have to do the boring bit of driving all the way back to CTU with your freshly acquired piece of evidence. And while you're getting there and watching the story unfold, the game is loading the next chunk of action ready for the split-second you arrive. The result is one seamless game experience with no loading times at all. We're impressed.

The result is a stunning three-and-a-quarter hours of linking cut-scenes all voiced and acted by the shows cast. That's like watching four full 24 shows, all done with computer graphics. And, if you slot your eyes and squint while watching them, you could be fooled into thinking you're watching a real show, such is the quality and attention to detail. It's all just marvellous.

HOW TO PLAY

Use the Left Stick to move.
Use the Right Stick to look around.
Press ⊗ to interact with objects.
Press ⊗ while near a wall to hug up against it. To break away simply move away from the wall.
Press and hold L1 to enter aiming mode.
Use the Right Stick to aim precisely.
Press R2 to fire.
Press ◎ to enter Covert Mode for sneaking.
Flip through weapons and gadgets on the D-pad.
Pres R1 to reload.

STREETS OF RAGE: **The LA streets you'll be causing havoc in.**

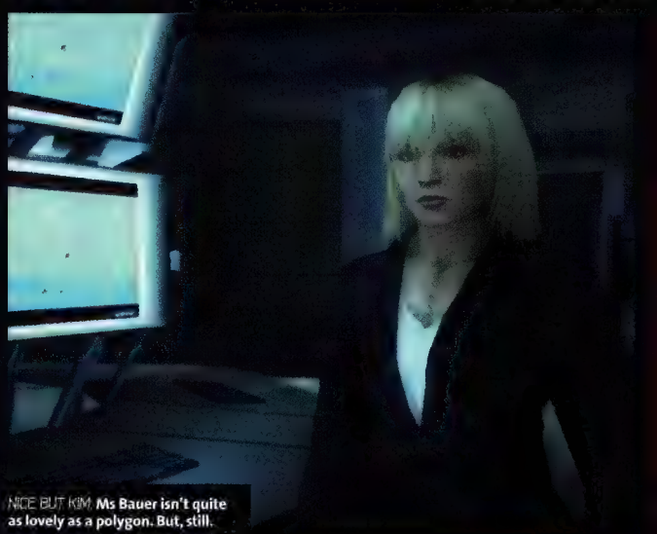
LA LAW: **Los Angeles looks really rather lovely, doesn't it?**

24 HOUR PARTY PEOPLE: **All these people are in the game. Hurrah!**

STAIRY-EYED: **Some escalators. Aren't they nicely rendered. <sighs>**

SHIP OF FOOLS: **This boat is scene of all sorts of excitement.**

SELF-RAISING BAUER: **"Why are my earlobes so square?"**



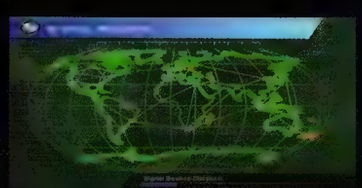
NICE BUT KIM: **Ms Bauer isn't quite as lovely as a polygon. But, still.**

SET BETWEEN SEASONS 2 & 3

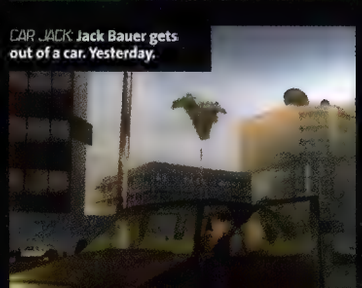
So that's after... Senator Palmer is President Palmer

And before... Jack's a drug addict. Just say no, kids.

FIREBAUER: **There are all manner of big guns in 24. As there should be.**



CAR JACK: **Jack Bauer gets out of a car. Yesterday.**



24 THE GAME

YOU CAN CALL ME AL: **Tony Almeida? Or David Hasselhoff? Hmm...**

BANGED UP: **You're probably a touch close to that explosion, Jack.**

BAUER OF BABYLON: **Kiefer lent his own voice to the action.**

before they can open fire on a Presidential motorcade below. It's just one small stage of one level but it plays like and is as polished as Konami's *Silent Scope* – which is clearly an inspiration.

Finally, there are the driving sections. Yes, at any stage you can car-jack a motor *GTA*-style and head off across the game's 'fantasy recreation' of Los Angeles. Driving around real-life Los Angeles has all the thrills and spills of a tube journey so the developers have used poetic licence, mixed and matched their regions and chucked in some car-chase friendly bends and chicanes too. How does it handle? Surprisingly well, and this is mostly due to the game's use of the famous Havoc physics engine. Cars rock, skid and tumble and scenery falls, shatters and explodes in predictable triple-A PS2-style. We particularly enjoyed a scene in a pick-up truck laden with boxes, clearly put there to show the sliding, tumbling skills of the games physics. Impressive. Nice.

"A NEW BENCHMARK FOR PS2 GRAPHICS? WE'LL HAVE TO WAIT AND SEE – BUT MAYBE"

LOOK OF LOVE

Looks-wise, the game is certainly no shirker. Early trailers, we feel, really haven't done the game justice and the levels we saw were moving smoothly and looking great. It's already been compared to *The Getaway* in looks but, it's far better than that, visibly sharing a lot of the looks that made *Primal* of such interest. The soft blurring of distant scenery, the warm lighting effects as the sun rises throughout the day (there are eight real sky textures used across the game) and the sharp and accurate shadows give the game a realistic and believable sense of depth. After creating scenes and textures, then lighting them correctly, the team consulted with 24's director of cinematography to give everything that bleached 24 look. The 'before' and 'after' images are incredible. A new benchmark for PS2 graphics? We'll have to wait to see how the finished product pans out – but maybe.

This all sounds great, but the clock is always ticking and there simply isn't time for arsing about or admiring the scenery. This is what the development team are calling 24's unique "time-pressure gameplay". Not surprising, really, considering the 'time-pressure TV' base of its source matter. The result is that, while you're free to journey around the game's LA suburbs unhindered, you'll quite simply run out of time, lose the bad guy you were tailing or get shot to bits if you don't go where you're told. The result is *an apparent* sense of freedom with none of the 'where am I going?' 'what am I doing?' confusion that can slow down other free-roamers. Of course, the fact that the game makers don't have to program in quite every nook, cranny and eventuality 'just in case' helps them out too. We just hope there's enough freedom to satisfy our *San Andreas*-fuelled curiosity. We shall see.

The action in the game is set between TV series seasons two and three. It's a whole new, 24-hour long episode in the saga. Why isn't it set at the end of series four (currently doing the rounds on Sky and soon to appear on DVD)? Because the show's makers don't actually know what happens at the end of a series when they begin filming the start of it. As a result, the game was written and its construction begun while series three was still in its infancy. Still, we feel it's an excellent place to pitch the game – after the frankly brilliant series two, filling in the slightly hard-to-swallow leaps, before the frankly unrealistic events of series three. In fact the developers say that it's already being viewed as 'day 2.5' in the show's complex timeline and we're promised a story with all the

SCENE BUT NOT HEARD: **All the game areas really look lovely.**

TOM SIZEMORE: LIVING LEGEND. JUST.

Tom. Mate. What happened?

By now you'll know that *24 – The Game* features a star-studded cast. Well, simply securing the leading lights of the TV show wasn't enough. They've only gone and drafted in the sizeable acting talents of Hollywood tough guy Tom Sizemore (Black Hawk Down, Saving Private Ryan, the voice of Sonny Forelli in *GTA: Vice City*) to play a character in the game too. And, just like Kiefer and the gang, Tom has been treated to a full in-game recreation, matching his virtual face and body *exactly* to his real-life likeness.

Problem is that notorious wildman Tom seems to have under gone a bit of a Mickey Rourke-style transformation since you last saw him, leading to an embarrassing moment when we questioned who we were looking at straight after a presentation about Tom Sizemore. "That's Tom Sizemore." Ouch. We've never seen anyone look fat *and* gaunt before.

It reminds us of PSM2 #38 where we ran a less-than-flattering picture of Shabba Ranks and had to remove his newly acquired grey mane and replace it with a black rectangle in order to make it look *anything like him*. Proof that money and fame can go to your head. And your waistline. And your face.

24 QUICK ANSWERS

Because you don't have all day.

✓ Yes, you get to play as Jack Bauer.

✓ The game has a 24 hour-long episodes structure – play it as the developers think you will and it lasts a straight-up realistic 24 hours.

✓ You can go wherever you want – though too much arsing about with car-jacking and smashing up scenery will inevitably mean you run out of time.

✓ You really do have to have seen at least Series 2 of 24 in order to get the most out of the game? But then if you're not into 24 why would you want to play? And why are you reading this? Gah!

✗ The Look-Up-Kim's skirt minigame has been removed. Not that it was ever there. Damn.

Hey. That's only five quick answers. Where are the other 19...? Us? Lackadaisical? How dare you?

A SCORE TO SETTLE

Create the game's music and SFX.

24's music and sound effects are famous and vital for the game, so every tune and effect was handed over to the game's sound director Think about it. That's three series' of audio.

Wading through this mountain proved to be a laborious but fun task. One job was to isolate and lift Sean Callery's award-winning musical score and catalogue it terms of mood. The result was a folder of tunes that the game makers could pull from when they needed a specific sort of background. The developers soon developed a knack for pulling up just the right piece and cross-fading and stretching them together to make a new score clearly based on the old one.

Effects-wise, the team were given thousands of gunshots, hits and explosions. What they weren't bargaining on was the complexity of the phone effects. Turns out that there's different tones for Jack's mobile, Tony's mobile, Michelle's mobile, etc ,and the ring changes depending on who's calling. The famous CTU intercom even bleeps differently depending on whose intercom it is and whether it's an internal or external line. So, while it was tempting to repeatedly re-use the famous 'du-du deee-doo', they stayed faithful to the complex system of sounds the show's makers put in place. And yes, lead sound designer Nick Kidd does have it set as his ringtone.

BACK IN JACK **"Look into my eyes, not around the eyes..."**

GREAT 24 THREATS

Jesus! How unlucky are you? Look at what can happen in a typical 24 day.

ASSASSINATION ATTEMPTS!

Mr President is relaxing in the back of his limo, when suddenly you spot a red laser dot making its way across his strawberry Mivvy. Holy bananas! Only Jack Bauer can catch the bullet. Best spring into action like, oh, a big spring. Or something.

NUCLEAR BOMBS!

Not just any old bomb. Oh, no. 24 wades straight in with the nukes and only one man has the balls to escort it to safety. Jesus. Does Jack ever get a day off? His life insurance must cost a bloody packet.

MYSTERY PAINFUL DEATH X!

Try as we might, we couldn't get the developers of 24 to cough up the facts about the game's 'category A' threat. Damn their eyes. Suffice to say that it'll be a) painful, b) messy and c) as believable as Lisa Riley's diet tips.

GOOD STEALTH **Sneaking around is all-important in 24.**

24

THE GAME

ON MY QUAD: **The split-screen is essential for real-time play.**

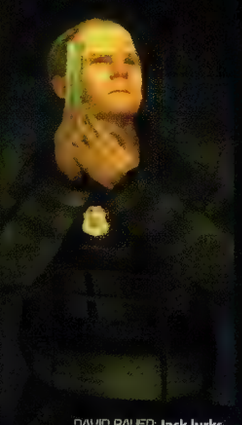
moles, traitors, double-bluffs and end of episode cliff-hangers that we've come to expect.

NOT ENOUGH HOURS IN THE DAY

Fans of the show will be hugely relieved to hear that, yes, there are 24 hour-long episodes in the game and (get ready to crack open a celebratory Tizer) yes, it will take you 24 hours to finish. That is, of course, if you play the game as its makers intend. Rather than have a real 'live' clock, you play the events that begin at 7am, say, and take part in a car chase, shoot-out, surveillance and interrogation that will take a real-time hour. However, if you fail the car chase, get pulped in the shoot-out, botch the surveillance or kill the suspect you're back to that scene's restart point. It's therefore better to think of the game as around 100 'missions'. Trying, failing and retrying the missions in the 7am to 8am part of the game will take you about an hour. Get it? Of course, if you're brilliant and sail through the tasks first time, (rather unlikely) then you'll reach 8am that little bit sooner.

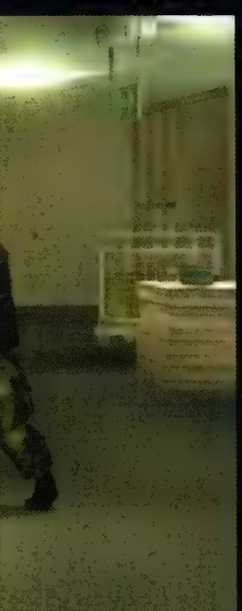
The game's makers liken this 'time stretching' to the tricks the TV-show pulls from time to time – there's only actually 45 minutes of footage in each 'hour long' episode and occasionally characters will travel unrealistically quickly (or slowly) between locations if they're required to be on the other side of the city for some action. It's a system that we think works well – doing a free-roaming, real-time game with a real-life clock would feel like a comedy-free *Grand Theft Auto* and bear no relation to the tight, tense chain-of-events sequences that make the TV show so great. Remember, this is all about 'time pressure gameplay'. You're not here to have fun.

> "THERE ARE 24 HOUR-LONG EPISODES AND IT'LL TAKE 24 HOURS TO FINISH"



DAVID BAUER: **Jack lurks around a corner, planning the next kill.**

ROAD TO NOWHERE: **Look, they've not put the action in yet, OK?**



TWENTY-PHWOAR: **We plan to marry this girl**

24: Season 4 is available on DVD through 20th Century Fox home video this August. Get it.

24 HEAVEN

Furthermore, the game follows the show's award-winning three-act structure. The action is broken down into three acts, each eight hours long with its own mini-threat and spectacular conclusion. The end of the third act is, of course, the big one, where all the threads and character sub-plots are tied up for the big finish. What happens at the end? Well, just as the TV series' conclusions are written just weeks before they're filmed, so the game's finale – bringing events around ready to slot seamlessly in to the beginning of series three – is still being ironed out. We can't wait to find out.

INTERVIEW WITH EVAN KATZ

The star producer and series' mainstay since season one talks global TV phenomena. And how torture is a bit series two.

PSM2: 24 has more writers and producers than it does actors, right?

Yes. It's a big production. At the beginning of the year, we spend weeks and weeks around a table discussing and rediscussing and debating and arguing until we reach a consensus. Then we start to flesh out what will happen in what episode and we have a roster as to who is going to write what. Then, as the season progresses, we're only ever a couple of shows ahead of what's being filmed.

PSM2: It's amazing that you can be filming before the upcoming shows have even been written. How does that work?

Everyone is always surprised that we do that. But we're more surprised by the idea that anyone could plot out 24 hour-long episodes. It's very freeing in a way, you're always able to flow and adapt to what works. We're always reassessing everything. Even after it's shot we'll reshoot, delete and cut to make things even better.

PSM2: How do you write an episode and be sure that it's going to fit with work either side?

If I'm writing show 19, I'll start from where 18 ends. And if I don't like it, I can see if they'll change it. And if I haven't got enough story in 19, I can have a word with the guys writing 20 and we can suck some of the story out of 20. Take their big opening so that I can have a big ending. That's kind of how it works. It's all to the greater good. There's a tremendous amount of collaboration going on.

PSM2: It must be a nightmare writing to the 'real-time' format.

Let's just say you can't do a lot of things! But you learn to make these things your strengths. The time-line forces you to explore different kinds of storytelling. What can you do when you don't have time to 'fly this to the forensics lab'? Of course we cheat, we have things happen more quickly, but that's OK so long as it all looks so good.

PSM2: And 24 has such a great look.

Yes, but it's all that style is for the story's sake. You see some shows where there's style for no reason. 24 is almost in a documentary style. There's abrupt cuts, crossing the eye-line with shots. It helps things feel real.

PSM2: And Kiefer plays such a big role in keeping it real.

Kiefer owns this character. He really knows him, so he has a lot of input Sometimes he'll say "Jack wouldn't do this" and usually he's right. We give all the crew and the actors leeway for them to bring their own thing to it.

PSM2: How has the show developed over time?

We're finding it increasingly hard not to repeat ourselves! I think we now use a lot less split-screen. In season two, we had a lot of torture, so when we wrote season three we were determined not to do that. Enough with the torture! The basic premise is always the same, though: how far will a just man go? How far will he cross the line?

He who proves his
proves
Only the hands of a true master hold the fate of
styles. Battle your way through a mystical world
are broken. The final test of your skill is passed
XBOX
JADE EMPIRE
BIOWARE
16+

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it's good to play together

"EDGE IN WITH A KISS... FOLLOW UP WITH A FONDLE"
7 SINS PAGE 72

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

78 DYNASTY WARRIORS 5
Other sequels get number-shy and call themselves 'Ultimate' or 'Underground'. Koei slap '5' on the end and kill the fog. Nice.

80 BLOODRAYNE 2
There's nothing like a good vampire game. And this is *nothing* like a good vampire game. It does have a big-chested lady, though. So that's all right. Isn't

84 PREDATOR: CONCRETE JUNGLE
A concrete jungle? Wouldn't the animals die out? And trees be made of cement? Still, it'd be better than this.

You want more?! Prepare to be thrilled. We've got reviews of *TT Superbikes* (83), *S.C.A.R.* (83), *Rugby 2005* (86) and *ChoroQ* (86). Jeez, this is a good month, isn't it? Anyway, enjoy.

WELCOME

DAN G

The problem with so many new games being announced at E3, is that it inevitably means that publishers concentrate on pushing their future goodies and releasing almost nothing of worth for us to play, like, now. Which is a bit rubbish.

"But we're about to enter summer," they say. "No-one plays games in summer. Everyone's out having picnics and chucking frisbees about." This overlooks the fact that it pisses down in Britain through most of summer and we'll all be indoors drinking tea and pretending to hate Big Brother. Every night.

Still, there are some bright spots. *Episode III* arrived at long last. But it's rubbish. Erm... *MotoGP 4* is fairly decent. Cripes... Oh, and then there's *7 Sins*, one of the hardest games to judge that we've ever seen. You see, essentially, it's tosh. And yet it kept us all gathered round the monitor for hours, honking and clapping our hands with glee like seals in a big hot-tub full of mackerel. What does this say about the game (and indeed, about us)? Find out on page 70.

Must good games always break the mould? Or should we make allowances for entertainment? And is it wrong to fancy a five-inch pixel-lady? Phht – by the time we've figured it out, there'll be too many games to care.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this

PSM2'S SCORING SYSTEM

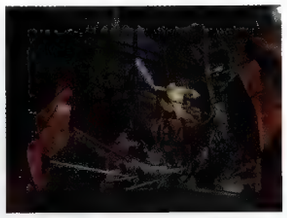
PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

64

STAR WARS EPISODE III: REVENGE OF THE SITH

"No more bad Star Wars games" claimed Lucasarts last year. The liars.



VS

PLAYING PS2 LONGER, HARDER, FASTER

68

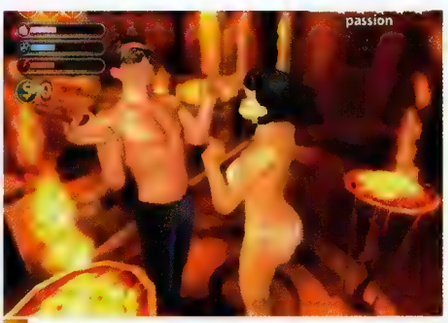
MOTO GP 4

PSM2 GAME OF THE MONTH

PSM2 BRONZE AWARD

Game of the month for a realistic bike sim? Don't laugh 'til you've read it.

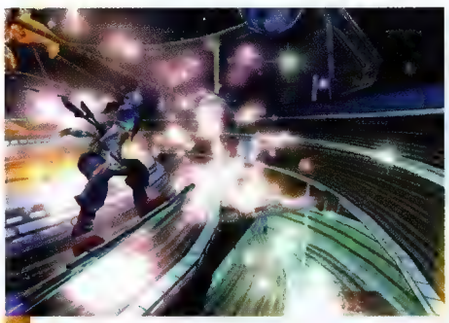
72 TENCHU: FATAL SHADOWS



72 7 SINS

"IT'S LIKE THOMAS THE TANK ENGINE. BUT WITH CARS, NOT TRAINS. AND MUCH WORSE"

CHOROQ, PAGE 85



74 EYETOY ANTIGRAV

75 CHAMPIONSHIP MANAGER 5

DANIEL GRIFFITHS

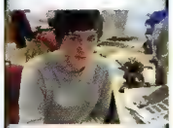
EDITOR: Being the Ed, wrath is Dan's fave of the seven deadly sins. This month, when we were late going to press, he got so angry he literally exploded. But we glued him back together with Loctite.

DANIEL DAWKINS

DEPUTY ED: Dan's so proud of his flowing, golden, lustrous hair. In fact, his head swelled so much with pride, it literally exploded. We put it back together with bulldog clips.

NATHAN IRVINE

STAFF WRITER: Nate's jealous of people who can dance and spent so long practising moonwalking to his Jacko ringtone, his feet literally exploded. We repaired them with elastic bands.

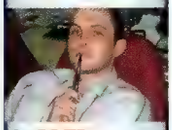


ANDREW KELLY

STAFF WRITER: Being barely out of puberty, Andy's in a perpetual state of lust. In fact, so long did he spend eyeing up 'talent' this month, his testicles literally exploded. We refused to fix them.

DAVID COOK

PROD ED: Last month's sausage debacle didn't deter greedy Dave from the world Peperami-eating contest. Sadly, his stomach literally exploded. We patched it up with, er, patches.



JOEL SNAPE

WRITER: Joel's lazy, and slept all month. Sadly, he didn't explode, but his slothful ways did mean we got to sneak superglue on the underside of his pen. Don't laugh – this is his 'old' face shortly before the escape bid.

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U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

DETAILS

Developer: Lucasarts
Publisher: Activision
Players: 1-2
Memory Save: 78kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...

"WE DOUBT THIS WILL BE MORE THAN A PERFECTLY COMPETENT MOVIE GAME"

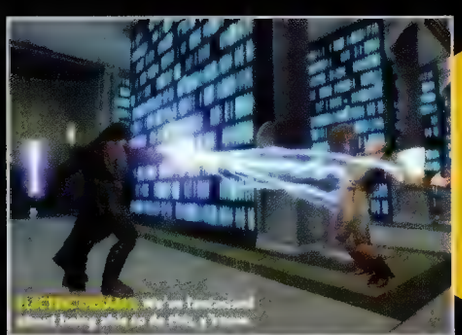
PSM2#62

GAME TAX

Official License
Easy
Violent
Shit

THIVBURST

- 16 story mode levels.
- Nine playable duellists for Versus mode.
- Stunts created by Star Wars' stunt co-ordinator, Nick Gillard.
- Episode III film footage.



The MON£¥$HOT

Things pick up when Anakin goes evil – after about three seconds of soul-searching – and decides to kill all of his friends at the Jedi academy. Force-lightning and critical hits make being bad feel so very good...

TOP FIVE S(M)ITHS

- Will S(m)ith
- The S(m)iths
- Agent S(m)ith
- Mel S(m)ith
- S(m)ith & Wesson guns.

GAMEPIE

80% Using the same combo.
15% Using the force throw.
3% Trying something else.
2% Dying

PUBTALK

The smart arse thing to say down the boozer.
"Apparently the original concept for General Grievous was going to be a small child sitting in a chair, guarded by Droids – when Lucas abandoned that idea, he settled on a facial design based on a bathroom detergent spray nozzle. What a card, eh?"

"ADVENTURE? EXCITEMENT? A JEDI SEEKS NOT THESE THINGS – IN THIS GAME, ANYWAY..."

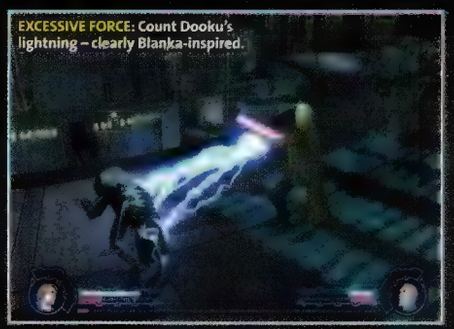
STAR WARS: EPISODE III REVENGE OF THE SITH

After nearly thirty years, it's all over – but will Lucas's epic go out in glory...or like Porkins in the final attack run?

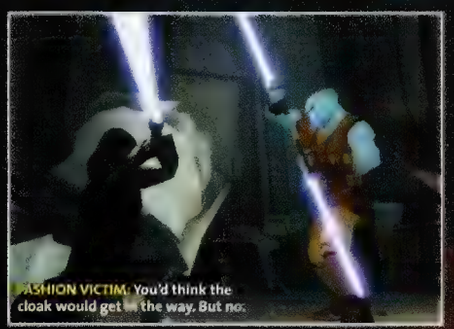
Anger, as all proper Jedi know, leads to hate. Hate leads to suffering. And suffering leads to the Dark Side. Which means that, if our calculations are correct, *Revenge Of The Sith*'s probably the best Dark Side recruitment tool since shiny helmets, pension plans and Lord Vader's controversial 'Join us or Die' initiative put together.

Yes, we know – it looks lovely. People walking past often stopped to watch pitched lightsaber battles with an admiring coo, and occasionally we even impressed ourselves with an accidental flurry. But... okay – remember playing Star Wars (but in real life, with kitchen roll tubes or something) as a kid? You'd start out with the best of intentions, doing graceful pirouettes and carefully-timed sword twirls, but sooner or later one of you'd hit the other one, and the other one would retaliate, and pretty soon it'd all degenerate into a massive ruck – with everyone shouting at everyone else to 'play properly,' natch.

Well, here's the thing. *Revenge Of The Sith* won't *let* you play properly. Oh, the basic droids are easy enough, but after that, you reach a point where doing anything other than the most basic △, △, △ combo's a sure-fire way to eat lasers as the computer counters whatever you do. Sabre-throws? Useless. Dash moves? Futile. The complicated parrying system? Pointless. Yes, you *can* use the flashier moves when you're feeling confident and running high on health, but that's like calling a driving game fun and challenging because you can theoretically pull a handbrake turn on every corner. Compare and contrast that to *God Of War*, where varied attack patterns and AI force you to develop different tactics for each new wave of enemies, rewarding you with thrilling seat-of-the-pants combat – the difference is shocking. Sure, *Sith* tries to nick the *Devil May Cry* style meter to encourage varied fighting, but it's appallingly implemented – little 'Fair's pop up occasionally with no indication of why, earning experience points towards upgrades you're never going to use anyway. For the love of Lando, it hasn't even got a proper 'dodge' button – just a complicated block/tiny-sidestep manoeuvre that's killed us more times than Count Dooku. The right analogue stick? Ah, that isn't actually used in combat – no sense in getting too complicated, is there? Experimentation's further discouraged by almost random placing of health packs and inexplicable difficulty spikes – sometimes, you're miles from a checkpoint only to be confronted by wave after wave of droids, who you daren't fight properly in case there isn't any Bantha-juice round the next corner.



EXCESSIVE FORCE: Count Dooku's lightning – clearly Blanka-inspired.



FASHION VICTIM: You'd think the cloak would get in the way. But no.

"USING ANYTHING OTHER THAN THE BASIC COMBO'S A SURE-FIRE WAY TO EAT LASER"

Perversely, if the faults stopped there, *Star Wars* would be practically unplayable – it's only the flaws that hamper the computer's attempts to kill you that even things up. Samuel L 'I ain't goin' out like some punk' Jackson, for instance, goes out like a punk – powerless to stop you from repeatedly flinging him into the corner and stabbing him

YOUR POWERS ARE WEAK...

Lightsabers aren't just there for the nasty things in life, like lopping the arms off scum in the galaxy's seediest bars. They're also for nice things, like showing off, making that pipe-being-hit-with-a-fluorescent-tube noise, or making 'comical' references to your 'purple-headed-weapon' (if you're Samuel L Jackson). Here are some of the moves.

Twirling the stick deflects basic laser blasts – although it doesn't stop troopers trying.

Saber-blocks don't stop force-lightning – although they do in the films.

The best bits are saber parries - though doing them intentionally's near-impossible.

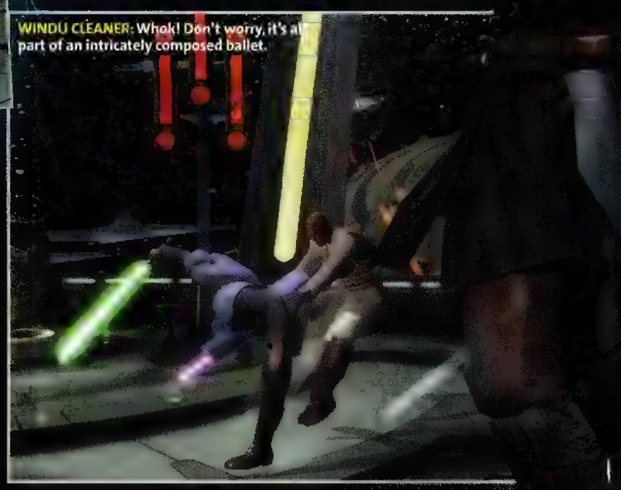
GENERAL CHAOS: Saving his best trick until he's nearly dead – Grievous is such a boss.

EXTRAS! EXTRAS! EXTRAS!

Unlock And Load

■ There's a whole slew of Uncle George's concept art and movie clips to unlock, but the most worthwhile extra has to be the DVD-style alternate ending. Pick Obi-Wan for the final battle and you'll see the payoff from the film – but win with Anakin and you'll see a much darker finale..

CENTRAL SPARK: Grievous' bodyguards pack annoying taser-poles.



WINDU CLEANER: Whok! Don't worry, it's all part of an intricately composed ballet.

until he dies. Same goes for Count Dooku and Jedi apprentice Serra, though they occasionally drag things out by running away and force-healing themselves. General Grievous is tougher – force-resistant magnetic boots stop him from being flung around – but even then, it's a relatively simple matter to force-stun him and slash him relentlessly, until he starts using the health-regeneration ability that also makes him invincible. Similarly, there are blind spots in virtually every level where the computer can't see you, allowing you to regenerate your force and top up your health unmolested. It takes a while, though, so maybe that's the game trying to teach you about the virtue of patience, young Padawan.

The trouble's compounded by stupid inconsistencies and shoddy presentation. From certain spots on the floor, Obi-Wan can force-jump forty feet in the air – but at other points, he can't

DUEL IN THE CROWN

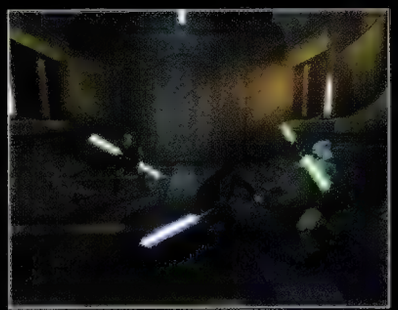
Apparently, Lucasarts were so confident in their fighting engine, they decided to create a special Duel mode. This lets you 'be' one of the characters created 'exclusively' for the game – Jedi apprentice Serra and Anakin's former mentor Ilyin – but they're rubbish, so stick to testing your theories about who'd win in a fight between Young Obi-Wan and Classic Vader. Hint: it's the one with the force lightning, dumbass.

The titchy master continues his improbable bouncing, but still can't walk properly.

It definitely sounds like James Earl Jones doing the voice of Classic Vader.

So how exactly does Obi-Wan beat Grievous, but still get a slapping from everyone else?

REPEL YELL: With force deflect, these droids have no chance.



QUELL DAMAGE: [illegible] shields seem to [illegible]

TAKING THE SITH: Anakin goes on a murderous rampage – after two seconds of Palpatine sweet-talking.

IF YOU STRIKE ME DOWN...

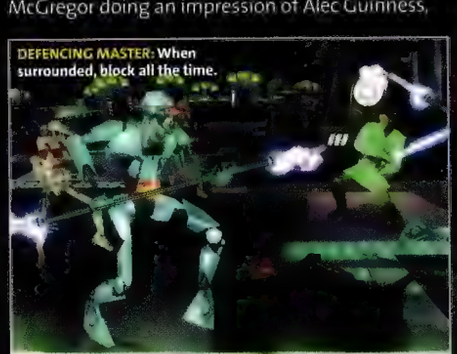
Though you only play as Obi-Wan and Anakin in the game, completing it earns five extra 'challenge' levels, with other characters. That said, they're not really proper levels – more static environments where you're given a challenge, like busting up hapless clone guards with Yoda or hacking robots to bits with Anakin. Best is the Episode IV challenge, a near-flawless recreation of Vader's heartbreaking duel with Ben Kenobi – complete with what sounds like samples from Alec Guinness's real voice. Shamefully, though, you can't take on the role of the Jedi master and reverse history – but that's not the point, is it?

Bizarrely, computer characters never seem to realise that they can use the force to throw furniture.

Not pictured: Samuel L goes out like a punk, stupid purple lightsaber and all.

"SITH DOESN'T MAKE YOU PLAY PROPERLY – SO PLAY SOMETHING ELSE"

hop over small piles of debris, or even climb stairs. In a couple of sections, you're told to hop in a gun turret – except that once you're in, you can't get out until you've shot whatever you're supposed to shoot, leaving you painfully vulnerable to the droids shooting you up the arse at point-blank range. 'Puzzles' never consist of anything more elaborate than jamming a saber into a wall/door and jiggling the right analogue stick around a bit. Even the voice-acting's done by doubles, so you're left with a man trying to sound like Ewan McGregor doing an impression of Alec Guinness,

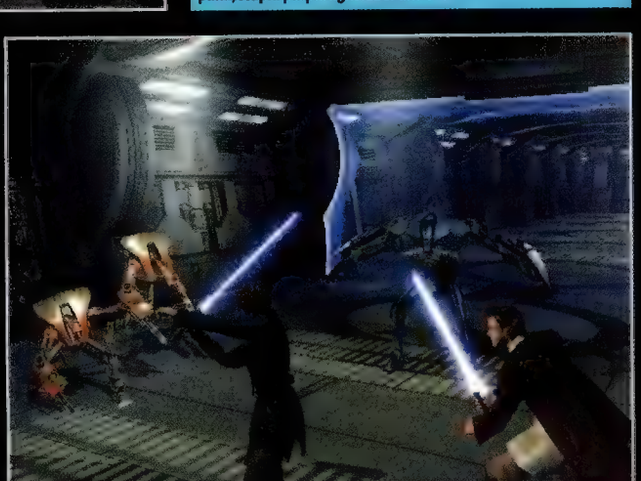


DEFENCING MASTER: When surrounded, block all the time.

doing one-liners that a six-year old's probably heard. Seriously, when Obi-Wan trills "Careful Anakin – you're running out of limbs," during a life-or-death struggle with Count Dooku, you're itching for the moment where you can make the Edmonds-bearded pranny eat saber.

Look – we love Star Wars. We love the noise lightsabers make, and murdering Padawan learners with force-lightning, and pulling off critical hits accidentally. There are moments in the game when the atmospherics overcome the inadequacies – like the bit where you're slashing through clone troopers alongside Yoda – and there's a decent amount of extra stuff to unlock, including the chance to relive the classic Alec Guinness/Green Cross Code-man battle from Episode IV. And yes – the two-player mode's sort of fun, as long as you both promise not to use the unstoppable force-throw-juggle combo that works so well on all the bosses. But that's the point of computer games – they're supposed to be like an omnipotent super-mum who puts an end to accusations of cheating by forcing everyone to play fair. And *Revenge Of The Sith* simply doesn't do that. Play properly? For the love of Yoda – just play something else instead. **Joel Snape**

■ *You can buy this now, but you'll regret it.*



PSM2 VERDICT

GAMEPLAY
+ It's Star Wars! And, um, we like the force choke.
– Super-simplistic, repetitive brawling.

GRAPHICS
+ Occasionally, it's Just Like The Film.
– Hampered by annoying glitches throughout.

SOUND
+ Proper effects nabbed from the films.
– Awful, omnipresent voice-acting.

LIFESPAN
Five hours max for the main game, with an extra couple for the versus mode and extras. And that's your lot.

MINUTES — YEARS

IT'S BETTER THAN...
SUPER BOMBAD RACING

IT'S WORSE THAN...
LEGO STAR WARS

One of the most disappointing Wars games in years – and that's saying something. A shamefully hashed-together cash-in on a fairly decent film.

48

INFOSTRIP

DETAILS
Developer: Namco
Publisher: Sony
Players: 1-4
Memory Save: 245kb
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
Who invented the motorbike? And where? You really want to know, don't you?

PUBTALK
The smart arse thing to say down the boozer.
"In 1980 there were 3,995 fatal motorcycle crashes in the United States. Sleep well tonight, bikers!"

GAMEFAX
Driving
Official License
Sequel
Hard

TRIVBURST
- Three increasingly powerful engine classes; 125cc, 250cc and MotoGP.
- Unlock and play as legendary racers such as Mick Doohan and Kevin Schwantz.

PSM2
BRONZE AWARD
The MONEY SHOT
Gradually taking over opponent after opponent, lap after lap, and then screaming to victory in a blaze of glory. It's genuinely a thrill.

AIR TO THE THRONE: The token 'racing game hot air balloon' is present and correct.

HORSES FOR COURSES

There are a total of 14 tracks in *MotoGP 4*, including Jerez in Spain, our very own Donington, France's Le Mans, Mugello in Italy and Catalunya, the official MotoGP test track. The thing is, though, if you've ever seen MotoGP on TV, you'll know bike tracks don't make for a game awash with visual flair. Still, at least they're authentic and GP fans should recognize their every twist and turn.

"HELLO, MOTO"

COURSE NOTE: If you want to learn more about Le Mans – and who wouldn't? – visit the website above. Now. Perhaps.

MOTO GP 4

Have Namco achieved the impossible – a hardcore *and* accessible game? Yes, but read on.

Bike people. People so obsessed with motorcycles they wear their leathers in public, bang on and on about mufflers in the pub and insist on driving to work on a bright yellow superbike that cost more than a thousand diamond iPods. That's who Namco are aiming at with *MotoGP 4*, but if you're merely a casual race fan or just fancy an introduction to the wonderful world of superbikes, fret not – it's still accessible and enjoyable with cool, disciplined gameplay.

"IT'S SO DELICATE, MOTO GP 4 ALMOST BECOMES A SCIENCE"

It's all about the apex. Mastering the turn, finding the perfect line and then sliding delicately past the competition. You can't barrel recklessly around corners á la *Midnight Club 3*, nor can you brake and meander through as you would in *Gran Turismo* – you have to go wide, prod the brake and shift slowly inwards, keeping tight to the edge without hitting the rough. The game also makes good use of the DualShock's analogue buttons, so the speed you go depends on how much pressure you apply to ⊗.

It's so delicate, it's almost a science. How soon and how hard should I brake? How much acceleration is needed? Is the corner leading into another or can I keep wide and shoot off into a straight, saving myself a few seconds? Why have I just come off my bike and broken my back in three places? Therein lies the appeal. It's quite difficult to get your melon around, but when you master it, skimming gracefully around a bend, overtaking a clutch of opponents and shooting to victory is as satisfying as racing games get.

Still, it could've done with a little more variation. The tracks are all lifeless ovals (albeit accurately-rendered, authentic lifeless ovals, including Britain's own Donington), the bikes all look the same (to the layman) and the game modes are devastatingly *typical*, with nothing to excite the player. There's a leisurely career mode that lets you unlock parts for your bike, which is fine, but seeing as it's the crux of the game, we

TOP 5 MOTOR-CYCLISTS

- McQueen (The Great Escape)
- Schwarzenegger (Terminator 2)
- Hopper (Easy Rider)
- Brando (The Wild One)
- Cruise (Mission Impossible 2)

GAMEPIE

50% Leaning
20% Skidding
10% Jostling
10% Bumping
10% Leather

ANSWER

Why, it was Edward Butler in 1884. He invented it in Kent. The village of Erith to be precise. Fascinating.

FIST OPPORTUNITY: If you come first, your rider thrusts his fist into the air.

LEADER OF THE PACK: You can upset the other racers by taunting them. Really.

CORNER SHOP: Master the cornering and you'll win most races with relative ease.

SCENE MACHINE: The background detail on each track is often quite impressive.

BIKER GROVE

The bikes you'll be squeezing between your thighs in *MotoGP 4* range from Aprilia RSWs to Honda RS-RWs to Yamaha TZs. No idea what these are? Us neither, but bike fans will no doubt get a kick out of the attention to detail. Namco have cheated a little though – the same model of bike is often reused with just *slightly* different stats. We just chose the one with the nicest decals, to be honest. We don't *really* care if it's a RS or an RW.

skid out and lose control or simply roll away from the course.

it's a shame they all appear to be made out of cardboard.

visor. Perhaps too realistic, frankly, given how hard it makes it to see where you're going and where the corners are. Still.

It's a shame the multiplayer options aren't as vast as the detail, however. There's a basic four-player split-screen mode (which is completely fine, but underwhelming), but what the game really needs is a thorough online mode. Playing with actual people across the globe would make the game feel less sterile. But no such luck.

Polish aside, a lack of features and character make *Moto GP 4* a martyr to its own realism. If you really expected more from it. There's an arcade mode that lets you change weather/track/engine class at will, a bog-standard time trial feature and a training mode that scores your biking skills with bronze, gold or silver medals. But really, they're hardly worth mentioning, which is the mother of all shames considering the game's overall excellent technical prowess.

Criminally, customisation is also severely limited. You can't twiddle with parts directly, rather conduct your bike's performance through a basic and idiot-friendly menu – alternate between acceleration speed and top speed for instance. If this really was the 'simulation' it purports to be we'd have free reign over every in-and-out of our crotch rocket, but as it stands we're left with something hollow and unfulfilling.

"A LACK OF CHARACTER MAKES MOTO GP 4 A MARTYR OF ITS OWN REALISM"

Redressing the balance, however, it at least looks good. You could accuse it of being a little sterile and flat, but if you've ever seen real bike racing in action, it's hardly a festivalé of colour. The stark, flat backgrounds and atmospheric effects are all spot on, especially in wet weather – the rain looks fantastic. There are also countless extraneous details that give the game an overall sensation of actual motorbike racing – go into 'helmet cam' for example and you can see grit and dirt hit the screen, and the aforementioned rain effects cause a realistic murk to spread across your found *Gran Turismo* cold and inhuman, prepare for the gaming equivalent of Jack Dee in hyper-indifference mode. The fundamental driving system is satisfying and technically sound, it just hasn't been complimented well by the rest of the game. As far as bike sims go, however, it could well be among the best on the console – but with the likes of *TT Superbikes* as competition, it's a particularly hollow victory. **Andy Kelly**

■ *Make an appointment with your GP now.*

PSM2 VERDICT

GAMEPLAY
+ Master cornering and you feel like 'the man'.
– But the game modes are unimaginative.

GRAPHICS
+ Realistic courses, fantastic rain effects.
– It's all a bit lifeless, but so is real bike racing, so...

SOUND
+ Good menu music – arcade-style slap-bass.
– Annoying buzzing bike engines make us crazy.

LIFESPAN
Plenty of engines and stuff to unlock in career mode, but when that's done with there's nothing else to do.

MINUTES — YEARS

IT'S BETTER THAN...
TT SUPERBIKES

IT'S WORSE THAN...
GRAN TURISMO 4

If you're a gearhead, you'll enjoy this. The rest of you? Well, it's a good racing game marred only by a lack of options and features. Still, makes a change from cars.

78

INFOSTRIP

DETAILS
Developer: Sega
Publisher: K2
Players: 1
Memory Save: 267kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Sho Kosugi and his son Kane did the motion capture in the first *Tenchu* game. In the 80s they did amazing stunts in ninja movies."

GAMEPIE
50% Bones snapping.
30% Spiraling a guard's guts on your sword.
10% Waiting... waiting... then... POUNCING.
10% Realising the first game was better.

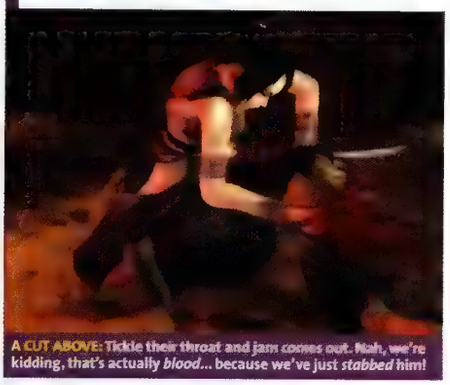
GAMEFAX
Action
Violent
Sequel
Addictive

TRIVBURST
- Control two characters; series mainstay Ayame and newcomer, Rin.
- Collect scrolls from successful stealth kills in order to unlock new moves and abilities.

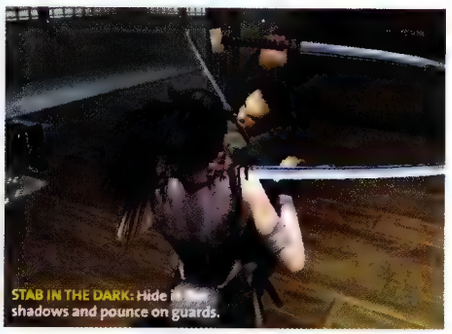
The MON£Y $HOT
Gotta be the stealth kills. Even though there's sod-all input, they're still fun to watch. Soon, this man probably won't have a head.

A STEALTH OF OPTIONS

Depending on how you approach an enemy, different stealth moves can be pulled off. There's next to no interaction, but they're satisfying nonetheless. You can jump above an enemy and wrap your thighs around his neck, thrusting downwards and snapping his neck. Nasty. Other features include the ability to lurk underwater (breathing through a bamboo tube) and, most importantly, you can now hide bodies. Smart.



A CUT ABOVE: Tickle their throat and jam *comes out*. Nah, we're kidding, that's actually *blood*... because we've just *stabbed* him!



STAB IN THE DARK: Hide in shadows and pounce on guards.

GRIN AND BEAR IT: You end up fighting bears. *Yes, bears.*

"IF THEY HAD BLOKES TOO, WOULD THEY BE TENCHMEN?"

TENCHU FATAL SHADOWS

Back to 16th century Japan for more stealth, more stabbing and more... of the same?

It's amazing how many Western folk get suckered in by anything even slightly Japanese. There are scores of people out there eating sushi, wearing t-shirts covered in kanji lettering (that for all they know could say 'I'm a massive arsehole'), watching anime even though they hate it and supping sake in Japanese-themed wine bars, even if it does taste and smell like something you'd use to clean up a wound.

But there's a reason for this – Japan is cool. They dress swisher, they're more advanced, more sophisticated and their history is just *better* – we'd take ninjas and samurai over lute-plucking jesters, frilly shirts and rusty old suits of armour any day. Not only that, but their rich and detailed past makes for a shitting brilliant videogame. Not *Fatal Shadows*, mind you, but it does.

You see, *Tenchu*'s premise is sound. What could be better than taking control of a sexy female ninja, sneaking across rooftops and murdering people with relentless, cat-like precision? That's always been the appeal of the *Tenchu* games, because ninjas are instantly cooler than bestubbled old men in wetsuits – it's just a shame the execution isn't on a par with the concept.

It doesn't do anything particularly wrong, it just doesn't do *enough*. For instance, the stealth kills are all dictated by position rather than any kind of user input – you simply tap the attack button and watch a cut-scene play. Even a simple *God of War*-style QTE system would've sufficed, but as it stands the murderizing feels detached and disappointingly scripted.

But in saying that, we found ourselves with an obsessive compulsion to finish levels without being spotted. You really feel like a ninja (or what we imagine being a ninja to feel like – we haven't tried) when you slip through a level undetected, knocking off witless guard after witless guard with ruthless efficiency. We'd play through, get spotted, restart the level knowing the guard's weak points and take him down silently. *Tenchu* will definitely appeal to the anal. Or OCD sufferers.

But the camera bites sack. For a game that relies on peering around corners and working out enemy patrol routes, it's ferociously unhelpful and often spazzes out, usually resulting in a humiliating and pointless death. And the level design is mostly dull, featureless and grey-soaked. If only there'd been more city-based levels – tip-toeing across rooftops, pouncing on guards and then zipping back up with your grappling hook... that's what being a ninja is about.

Look, if you played and enjoyed *Tenchu 3: Wrath of Heaven*, this might be worth a purchase, but be warned that it's nowhere near as well-rounded or as polished. Its heart's in the right place, but some poor design decisions, a lack of new features and ludicrous AI make it easily the worst of the series. That doesn't mean it's comprehensively rubbish, though. If you can't handle the likes of *Splinter Cell* or *Metal Gear* and crave simple arcade thrills with a stealthy edge, give this a go. Then grow up and play a real man's game. Sissy. **Andy Kelly**

■ Tenchu *lurks in shadows now.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Clearing a level without being spotted is fun. – But the action lacks much-needed depth.	+ The character design is admittedly excellent. – But the murky haze of grey and brown spoils it.	+ Superb traditional Japanese music. – Enemies seem to have been recorded in a toilet.

LIFESPAN
A 10-hour run-through and no real extras. Unless you're mad on unlocking all the special moves, you'll be done in a couple of weeks.
MINUTES — YEARS

IT'S BETTER THAN...
STOLEN

IT'S WORSE THAN...
TENCHU 3

PlayStation 2
TENCHU

Basic stealth that doesn't go far enough with its good ideas. It's also disastrously similar to the last two games. If you've got those, it's best to hide from this.

68

NINTENDO DS.

GENTLEMEN, START YOUR ENGINES.

ALL SIX OF THEM.

Ridge Racer DS

Gentlemen, start your engines! Ridge Racer DS brings you wireless multiplayer gaming for up to 6 players with only one Game Card. Friends can download any track from your Nintendo DS and the race begins. Ultra-realistic graphics, 32 cars, 20 spectacular tracks and countless sleepless nights.
WWW.NINTENDO.CO.UK

OUT 3RD JUNE

TOUCH ME!

INFOSTRIP

DETAILS
Developer: Monte Cristo
Publisher: Digital Jesters
Players: 1
Memory Save: 322kb
Widescreen: No
50-60Hz: No
Surround Sound: No

TOP FIVE LADYKILLERS
- James Bond
- Leisure Suit Larry
- Solid Snake
- Leon Kennedy
- Jizzy B

QUESTION...
Which creature has sexual intercourse that lasts a mere two seconds in total?

GAMEFAX

TRIVBURST
- Charm, smarm, cheat, backstab and lie your way into the pants of over 30 different women. You total bounder, you.
- Sleaze through nightclubs, department stores, restaurants and more.

PSM2 ADVISORY
EXPLICIT
The MON£Y $HOT
Reach the 'passion' level with a lady and you can get up to pretty much anything, including dark sexual fantasies like this. You pervert.

"BUY THIS GAME AND MAKE JESUS CRY"

7 SINS

Disgusting, sleazy filth or carefree, sexy fun?

If you're a humourless, self-righteous, narrow-minded killjoy, stop reading now. Well, you probably already have. You think *7 Sins* is *sickening*, *pornographic*, and *indecent* and therefore must be banned because *you* don't like it. You're scrawling a huffy letter to the Daily Mail right now, aren't you? Pompous, prissy sourpuss that you are.

But for the rest of you – adjusted, sensible types who don't take life too seriously – cast your doubts aside because, despite appearances, there's actually *good* to be found in *7 Sins*. Okay, so it's a small needle of quality in a sticky, sinister haystack of depravity, dubiousness, filth, perversion and hot, heavy love-making, but it's there – you just have to get your fingers dirty and look for it.

It's easy to stand back, stroke your chin and tut disapprovingly – this review could've easily been a cold, detached analysis of the many flaws that plague the game – but we were too busy enjoying ourselves to care. It's a buggy, artless, childish, exploitative, *deplorable* thing, but because it's so relentless in its quest to entertain, titillate and offend, you can't help but be sucked.... er, *in*. It's more than the sum of its sordid parts.

The premise is simple – climb Apple City's social ladder (the fictional metropolis in which *7 Sins* is based) and sleep with everyone you see. How? By sinning of course. Lust, wrath, envy, greed, sloth, pride and gluttony can all be indulged in, whether it be taking revenge on an enemy, binge drinking, fighting or just ogling at innocent women.

The game plays very much like *Playboy: The Mansion* or *The Sims* – control the 'hero' (he remains nameless) with the analogue stick, interact with objects and people via an RPG-style menu system and manage the various meters that dictate your character's current mental (and groinal) state. Your 'lust', 'anger' and 'depression' must be kept in check at all times – let any of them fill and you'll lose control of your bloke. For example, if your 'lust' peaks he'll become sexually frustrated and run amok, rubbing himself against any women that stroll past. Keeping an eye on the bars at the top left of the screen is half the battle.

The 'meat' of the game, however, lies the conversation system. Holding R1 displays whoever you're talking to's personality, likes and dislikes. Using this, choose what you say and how you handle yourself wisely – if a girl likes cool, manly men, boast, brag and lie your way into their crease, but if she likes the shy, retiring type, tell her a sob story and have a bit of a cry on her lap. Say the right things enough times and their relationship meter will rise, going from 'flirt' through 'love' all the way up to the Holy Grail – 'sex'.

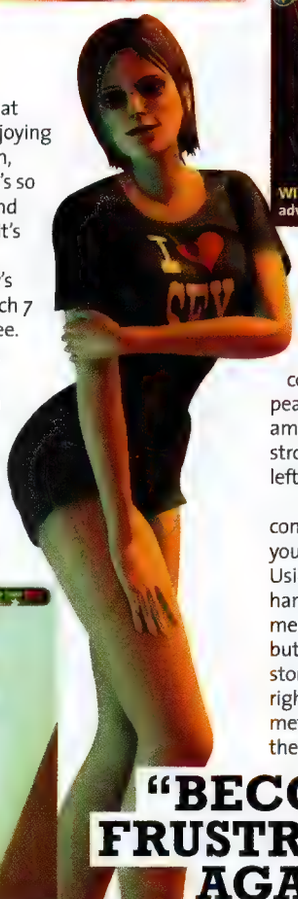
Take ladies back to the shower for wet, sexy frolics.

WOULD LIKE TO MEET

Finding out what a girl likes is largely a case of trial and error. Try every possibility and if she likes something, it'll be added to her personal profile. Some girls like manly talk (symbolised by a flexing bicep), displays of coolness (sunglasses) and sexy chat (a pair of, er, man-satchels). There are loads more to discover and some of the options are genuinely amusing. Work out your prey's desires, exploit them and go for gold.

passion
$230
Very cute but totally dumb and really vulgar. She has a hard time with elaborate sentences but she has an undeniable commercial potential. She's one of the top 50's most beautiful arses.
Sensitivities
GETTING TO KNOW YOU: According to her profile, Shauna likes manly talk, jokes and sex chat. So she's pretty easy to lay.

WINDOW SHOPPING: This lady likes adventure, so 'do' her in the window.



"BECOME SEXUALLY FRUSTRATED AND RUB AGAINST WOMEN"

GAMEPIE

40% Smut
30% Tits
25% Sex
05% Foreplay

ANSWER

It's the mosquito. Two seconds, eh? That's rubbish. We can go at least twice that long.

PUBTALK

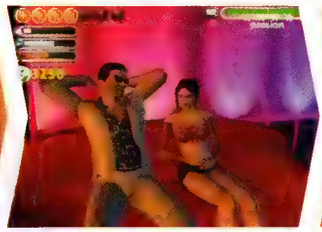
The smart arse thing to say down the boozer.

"This is developer Monte Cristo's first sex game. Before, they were responsible for the distinctly less sexy *Wall Street Trader 2000*."

GETTING AHEAD IN APPLE CITY...

CHARM AND SEDUCE

Charm and smarm your way into the nether-regions of women by lying, braying, boasting and casting opportunistic glances at their soft bits. If you succeed, you can use your sexuality to curry favour with influential folk, borrow money and, naturally, bust a nut. But choose your words carefully.



MAKING THE SEXY

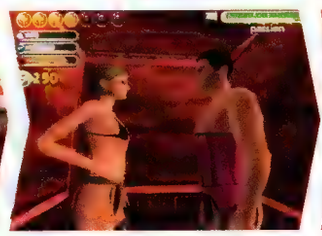
Now you have her (or even him) in the palm of your oily hand, it's time to engage in some full-on sexy sex. Edge in with a kiss, follow up with a fondle, then get your eagle on. You can do it anywhere – the couch, the shower, the floor, a shop window – but watch your lust meter or you'll 'pop' prematurely.

ANGER MANAGEMENT

Let off some steam. If the boss is giving you hassle, piss in the water cooler, sleep with his wife or just wreck the store. If you're trying to tap a lady and she starts banging on about knitting, humiliate her. You can commit up to, yes, seven sins – any more and you'll have to atone by performing good deeds.

DUDE LOOKS LIKE A LADY

Not all is as it seems in *7 Sins*. This lady has a nice body, but her face... it's a bit... manly? That doesn't stop our 'hero' from worming his way into her pants, however. Thing is, though, she keeps humming 'YMCA' and insists on being, er, 'taken' from the 'other end'. Still, it takes all sorts, doesn't it?



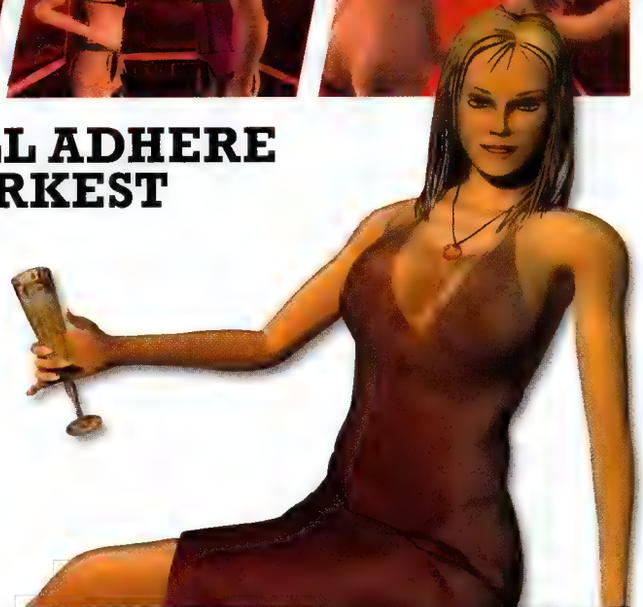
If you're really smooth, their meter will reach 'passion' and your prey will, literally, do whatever you ask them to, whether it be stealing, distracting people while you commit crimes or adhering to your deepest, darkest sexual whims. Yes, we know, it's incredibly sinister, but it's a mere videogame, so be as much of a bastard as you want; there'll be no consequence or retribution after all.

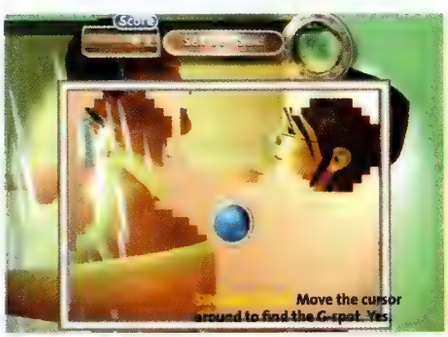
It sounds like the greatest plaything ever, doesn't it? Well, it works better on paper – the execution is less than impressive. Actions are performed through a series of basic, deeply shit minigames. Twiddle the sticks in time with the jiggle of some breasts. Piss on flies in the toilet. Reveal a porny scene by pressing ⊗ at the right time. They look like they were conceived, drawn and programmed in a lunch hour; like they forgot about them until deadline day and boshed them out an hour before the game was due to be published. The writing is dreadful too. Without sounding pedantic, there are grammatical errors all over the shop, it's neither witty nor actually funny (like *Leisure Suit Larry*) and it's amateurish. Again, as if they wrote it during a tea break.

If aliens were looking for an example of human endeavour, and took a copy of *7 Sins* back to their planet, they'd fly straight back and melt the human race with space beams. It's a ridiculous, shameful excuse for a videogame, but also a massively entertaining one. If you're looking for something to play with a group of pissed-up mates, rent it or something – otherwise, we don't really think it's worth any serious gamer's time. A good laugh, but a short-lived one. **Andy Kelly**

■ Buy this now, but don't let your mum see.

"YOUR PREY WILL ADHERE TO ALL YOUR DARKEST SEXUAL WHIMS"





PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Holding conversations is quite entertaining. – The minigames are a load of old toss.	+ Surprisingly decent. Good character models. – Godawful frame rate, like a shoddy PC port.	+ Good music. Plenty of spoofs of classic tunes. – The 'Simlish' language gets on our nerves.

LIFESPAN

Loads of women to conquer and loads of areas to explore, but the replay value is minimal. Unless you're desperate. Real desperate.

MINUTES — YEARS

IT'S BETTER THAN...

THE URBZ

IT'S WORSE THAN...

LEISURE SUIT LARRY

A grotesque, exploitative mess, but also a hugely entertaining one. Forget morals – it'll appeal to your base desires and make you smile. Just don't expect a good game.

5/8

INFOSTRIP

DETAILS
Developer: Harmonix
Publisher: Sony
Players: 1-4
Memory Save: 85kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PUBTALK
The smart arse thing to say down the boozer.
"The energy it'd require to really keep a hoverboard in the air for three seconds would need a fuel tank the size of Norwich."

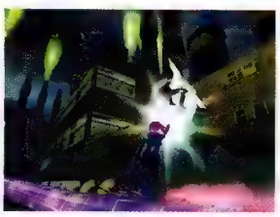
GAMEPIE
50% Playing naked to stay cool.
29% Swearing cheerfully.
20% Shouting "Whoo!"
1% Being told to put some clothes on by your mum.

GAMEFAX
Extreme Sports
EyeToy
Stupid
Easy

TRIVBURST
- From the makers of *Frequency* and *Amplitude*
- Boarding is controlled by body movement.
- Not for those with a bad back. Seriously.

The MON£Y $HOT
Miles in the sky, living out that glorious dream of flight. Until you get nailed in the face by an oncoming hover-car, that is, and crash down to Earth.

"EYE BELIEVE I CAN FLY"

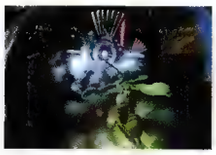


EYETOY: ANTIGRAV

Westlife once claimed to be flying without wings. Now we know how they feel.

This is EyeToy's second bid to escape the 'novelty peripheral' tag, and it *almost* succeeds – if you can take the shame. Gone is your pasty mug leering at you from inside the television, and in comes lots of gruelling physical excecise and *jumping*. *Antigrav* isn't a series of shallow minigames, but the first serious attempt to put you where you've always wanted to be – *in* the game.

And in a sense, you are. It'll take some time for your feelings of wonder to dissipate, as you watch your on-screen character duck with the same speed and urgency as your writhing body, or mimic your arduous stretch for that power-up just beyond your fingertips – a connection that makes its world somehow more crucial, vital and immersive. It's not like anything else on PS2, that's for sure. The magic of such moments is, admittedly, slightly tempered by your junk food-ruined carcass gasping under the strain, but even that can't detract from *Antigrav's* big success – the holy grail of gaming, the vaunted, the elusive, Originality.



Which makes it all the more heart-wrenching that this is no classic. You see, the calibration is shot to bits. Move even slightly from the standing spot where you begin, (which you will, because you're jumping about in the air, remember) and your bloke can take a hit from a passing barrier that'll leave you spinning in frustrating circles on the home straight.

The tricks too, which work to boost your score in 'style' mode or to increase your speed in, um, 'speed' mode, are stuttering efforts in which you endeavour to pull off slick spins with a couple of rapid arm swings. Our first attempt at a backflip saw us almost accidentally throw ourselves out of the lounge window, at which point we realised a) we'd left the window open and b) it was genuinely easier to score highly by just flailing our arms wildly as if under attack from a swarm of wasps. Disappointing. Thankfully, the later levels finally manage to bring to the fore the adrenaline rush of physically exerting yourself to get the best times.

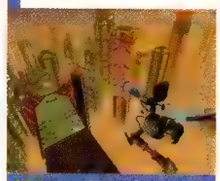
But it's not quite enough. The levels are fun, but too samey, and you'll find yourself longing to put on a 'proper game.' It's when you find yourself thinking in this way that you realise *Antigrav* has, like so many EyeToy games before it, fundamentally failed to make the crossover from gimmicky diversion to serious gaming proposition. And you feel like a burk playing it in front of people.

Grav is initially exciting but without the depth to follow through – it leaves us wondering if the EyeToy will need a major overhaul before this kind of gaming can really take off, no pun intended. It leaves Originality slinking off, sorrowfully, but only for the moment. Chin up, old son. The party didn't go to plan but we'll gladly have you round ours again any time. But bring some booze next time, tightwad. **Duncan Leigh**

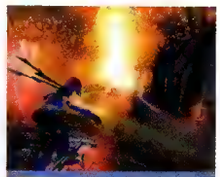
■ EyeToy Antigrav *is out now.*

OOPS! THERE GOES GRAVITY!

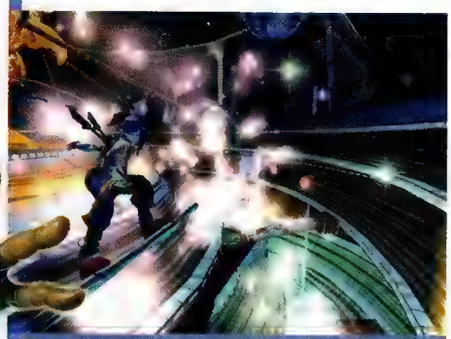
Your three-step guide to becoming a *Grav* pro.



STEP 1: Get fit. Having to physically jump off the ground nearly killed us. We haven't done that since primary school, pathetically.



STEP 2: Get drunk. The game may misinterpret your movements so a healthy swaying motion can't really make things much worse.



STEP 3: Get with the groove. When it all comes together, you'll be twisting your booty like a regular Elvis and carving up the airways of the future accordingly. Work that body!

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Bump, jump and grind – classic virtues. – Calibration issues and ultimately repetitive.	+ Sparkling urban vistas. – Nowhere near imaginative or inspired enough to excite.	+ There is some, if that's what you mean. – Average game-techno and 'yeah' cries.

LIFESPAN
Even with multiplayer shenanigans, *Grav* will be wearing thin well before the sun has set on the day of purchase.
MINUTES — YEARS

IT'S BETTER THAN...
ESPN SKATEBOARDING

IT'S WORSE THAN...
AMPLITUDE

If you love your EyeToy then you can't afford to miss this – its most rounded, fresh offering to date. But everyone else should really hang onto their cash.

6/6

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INFOSTRIP

DETAILS
Developer: Gusto Games
Publisher: Eidos
Players: 1
Memory Save: 7111kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PREVIOUSLY IN PSM2...
"THE BIGGEST NAME IN MANAGEMENT EXTENDS ITS INFLUENCE TO PS2"
PSM2#58

GAMEFAX
Sports | Management | PC Game | Shit

TRIVBURST
- 25 playable leagues from around the world.
- Training devised with Charlton Athletic coach, Mervyn Day.
- Confused squad updates lead to disarray.

©Rex

"CHAMPIONS' LEAGUE? YOU'RE HAVING A LAUGH"

CHAMPIONSHIP MANAGER 5

A year ago, this was a PC legend – so what went wrong?

DULL AS PITCHWATER: The little 2D circles represent your players. The ref is yellow.

Five minutes. That's the time it took for us to realise that a season in *Championship Manager 5* was going to be the equivalent of Paul Sturrock's stint at Southampton – short, frustrating and seriously unfulfilling. Now, we don't make a habit of delivering snap judgements, but sometimes it can't be helped. So what is it that turned us off *Championship Manager 5*? The constant transfer speculation 'spamming' up your virtual inbox, that's what.

We were excited about the prospect of *Champ Manager* on PS2 – after all, it's the ultimate football management game on PC. Or rather, it *used* to be – original developers Sports Interactive recently buggered off to Sega to make *Football Manager*. This left Eidos with a problem – they still owned the *Champ Man* name, but not the programming talent. Upshot? They've roped in developers Gusto Games (of *Urban Freestyle Soccer* fame) who, despite their best efforts to replicate the game's mechanics, have failed to capture the fine detail and realism that made the series so absorbing. Day after day, we were hit with reports that Mikael Silvestre was a target for Chelsea, AC Milan and anyone else the game engine decided to throw into the mix. That's every day for *months* – and there were more names than that.

Ardent fans will be lining up Cantona-style flying kicks at their TVs once they see the mess Gusto Games have made of the team rosters. How? Well, rather than starting the 2004/2005 season with the original club line-ups, they've used the squad lists from *after* the January transfer window. Gusto may argue that this makes it up-to-date, but if that's the case, then maybe Eidos should've withheld the game until the beginning of the 2005/2006 season. To confuse matters further, they've spliced these incorrect squads with realistic events from the season's start. For

The MON£Y $HOT
Watching your prolific striker (represented by a coloured tiddly-wink) bagging his *tenth* hat-trick of the season. Madness, that's what it is.

ON THE BALL

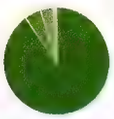
Underneath the factual inaccuracies lies a comprehensive managerial system just begging to get out, like a stat-mad Houdini. Every aspect of your squad can be tweaked to fit your own personal preferences. For example, if you've got some crazy tactics to apply to your championship-chasing side, then you can do it before or during the game. You can also edit where your players run and pass to. The excitement never ends.

WING WHEN YOU'RE WINNING: Using the tactics chalkboard you can decide the directions for your players to run in.

UP YER PASS: As well as directing your players, you can also select which way they should feed the ball. It's deep, but ineffectual.

TOP FIVE MANAGERS

- Jose Mourinho
- Alex Ferguson
- Arsene Wenger
- Rafa Benitez
- Our bank manager



GAMEPIE

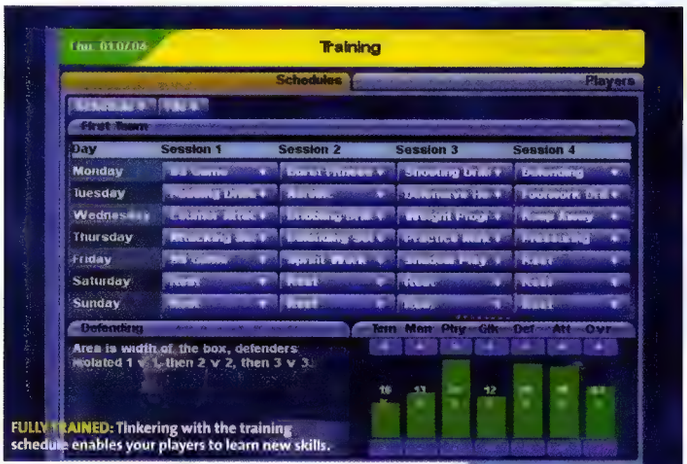
90% Clearing your inbox of transfer gossip.
5% Believing your decisions make a difference.
4% Trying to sign Shevchenko.
1% Reading the match text.

PUBTALK

The smart arse thing to say down the boozer.

"The developers of the PC version transferred from Eidos to launch their own title called, erm, *Football Manager*. Just like the old Spectrum game."

SCORELOSS: about four types of goals. Repetitive, eh?



FULLY TRAINED: Tinkering with the training schedule enables your players to learn new skills.

"48 GOALS FOR THIERRY HENRY, AND IT WASN'T EVEN JANUARY YET"

example, Rio Ferdinand starts off banned for forgetting to fill a sample bottle and Rooney (who smashed his foot in Euro 2004) is the *only* player injured in the entire Premier league. So while Djibril Cisse is dancing round the pitch, good ol' Wayne is hobbling round Topshop with his missus.

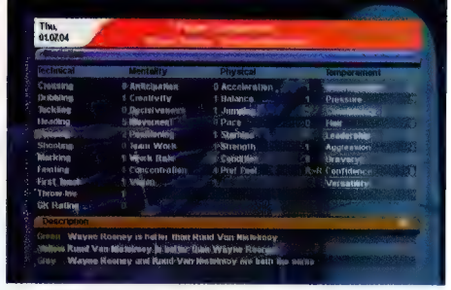
The inconsistencies don't stop. Players slap in transfer requests, but before you can say, "You'll start the next game, promise," said player will revoke his actions. So fickle. And, like Claudio Ranieri's English, the transfer system is baffling and confusing. Our deadline day bid for Pavel Nedved ran aground thanks to one pathetic problem – the game doesn't have different times of day (unlike the PC original which has morning, afternoon and evening sessions). The ink was about to dry on the contract, but because we had to skip the day forward to progress, we missed the cut-off point. Rubbish.

So far, so bad. And it gets worse. *CM5* relegates realism in favour of nonsensical media madness. For example, Kevin "I'll never leave this club" Keegan walked away from Man City. So far, so accurate. But then the following week, he was back in the hotseat again. Football's a funny old game, yes, but *come on*. It's embarassing.

What about the actual matches? Poor. In fact, as games are played out so slowly – even on the fastest speed – you'll be nipping off to make tea and toast in the meantime. You may as well, when the text delivers shoddy sequences like this: "Reyes takes the penalty!" "Howard did well save that with his fingertips!" "Reyes has blasted wide!". What? If Howard had to stretch to reach the ball, how did Reyes even make it to the ball? Even the results are shambolic. Arsenal lost 3-0 to Norwich and, with the same squad, managed to take apart a strong Chelsea side 6-0, with Henry scoring every goal. That made it 48 goals so far for the French superman – and that's *before* January.

CM5's problems are basic and could've been remedied with careful playtesting. There's some fun and tactical depth here if you dig deep, but with so many niggles and factual blips, the cup run of enjoyment ends at the third round. While *LMA* lies at the top of the PS2 Premiership, *CM5* struggles in the Conference – and looks worryingly like it's going to be spending next season in the Ryman League. **Nathan Irvine**

■ *CM5 is on the touchline of stores right now*



FANTASY FOOTBALL

Farcical stories formulated within *Champ Manager 5*...

Liverpool bid 6m for Man Utd's Gary Neville!

RED RAGE: A chant that resounds around Old Trafford is "Gary Neville is a red. He hates scousers!" He emphasised this at Everton recently when he kicked a ball into a small boy's face.

Cygan wins sixth consecutive Player of the Month award!

"YOU'RE NOT CYGAN ANYMORE!" Arsenal's bald defender is solid as a rock, according to *CM5*. Right. So that's why Arsene Wenger leaves him out of the team so often?

GREAT PERFORMANCE FROM CHELSEA AS THEY'RE THRASHED 6-0!

SIXY FOOTBALL: Yes, that's a particularly excellent performance. The stats reported defenders and midfielders alike scoring 9/10 as Jose's team were systematically taken apart.

"I'm aiming for 100," says Van Nistelrooy!

GOAL-DEN WONDER: OK, we appreciate that Man Utd's goal-getter is prolific in the box, but banging in 62 goals by the beginning of February is a load of old balls.

Liverpool and Bury: Evenly matched!

LIVER LITTLE: Sorry Bury fans, we know this *could* happen – especially given Liverpool's woeful domestic form – but this 1-1 draw in the Third Round of the FA Cup stretches credibility.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's a comprehensive footie manager sim... + ... but it lacks the realism of the real thing.	+ The interface is well presented. + But they were never going to be inspiring.	+ It's got crowd cheers, certainly... + ... and that's about it, to be honest.

LIFESPAN

With the inexhaustible amount of teams and leagues, you've got a kitbag full of managerial options. Should last you for ages.

MINUTES ——— YEARS

IT'S BETTER THAN... SVEN'S WC CHALLENGE

IT'S WORSE THAN... LMA MANAGER 2005

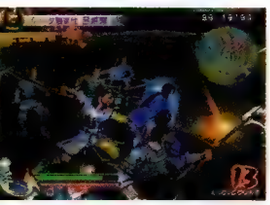
It's like Iain Dowie – an eyesore struggling to compete in a tough league. The potential is there, but it's buried in among the flaws. Disappointing.

44

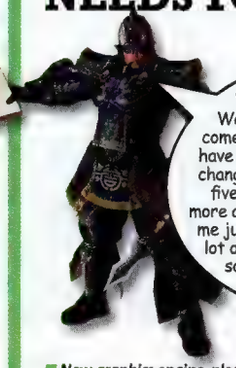
The MON£¥ $HOT

Pick up a Musou Rage token and you enter a special 'kill lots of men quite easily' mode. It's very exciting. Well, marginally exciting. Very marginally.

"SOME THINGS, **QUITE LITERALLY,** NEVER CHANGE"



THINGS THE NEXT DYNASTY WARRIORS GAME NEEDS TO FIX



"Evenin'. I'm the Dynasty Warriors inspector and it has come to my attention that you lot have failed to make any significant changes to the series again. That's five points on your license – one more and yer chuffin' out, got it? Let me just consult my list 'ere... yep, a lot of changes to be made. Get it sorted out or I'll confiscate your big, silver hat."

- ***New graphics engine, please.*** **This one looks more outdated every year; blocky textures, terrible draw distance, chunky characters... it was nice five years ago, but now... well, it looks like arse.**
- ***Interesting mission objectives.*** **Kidnapping? Spying? Hell, we'd even settle for a bit of stealth. Keep things varied to break up the fighting and we won't get bored so easily.**
- ***More complex combat.*** **Instead of three or four entirely scripted attacks, how about some combos and heavy/medium/light moves along the lines of a beat-em-up? It'd suit the game perfectly.**
- ***Online multiplayer.*** **Imagine it – 20 players furiously rucking across the internet across a vast expanse of battlefield. Like *Star Wars Battlefront* but with more extravagant hats.**

DYNASTY WARRIORS 5

The battle for the three kingdoms may be raging, but our adrenaline certainly isn't. Yes, it's the same... *again*.

In the five years since *Dynasty Warriors* first appeared on PS2, *Grand Theft Auto* has made the transition from crummy 2D streets to epic 3D countryside, *Metal Gear Solid* has perfected the action set-piece to an almost fine art and hardware has evolved to such an extent that we can sit in our pants and play *TimeSplitters* with 46-year-olds called Mr Spliftron from Finland. *Dynasty Warriors*? Well, er, the draw distance has improved a bit.

Sequel after sequel we tell ourselves, "It'll be different this time." And sequel after sequel, very little changes. But would abandoning tradition be abandoning the very thing that makes a Koei game a Koei game? They love historical accuracy. Even the company's CEO, Keiko Erikawa, is mental for a bit of Romance of the Three Kingdoms (the book upon which the *DW* games are based) and insists all Koei games are in some way authentic.

But this authenticity only stretches to names and dates. Not once in Chinese history did a single man wearing a big silver hat kill two thousand other men with a magic spear. But it still feels like playing through a history lesson nonetheless and – after having played through countless *DW*, *Samurai Warriors*, *Kessen* and *Romance of the Three Kingdoms* titles – it's all a bit tedious now. It was good the first couple of times, but seven thousand games later, we've finally had our fill of Huang Zhong, musou attacks and magic shoes.

They *have* made some changes this year, although as ever, they're barely worth mentioning – the fundamentals are *exactly* the same. Firstly, they've ditched the fogging that reviewers have been damning since the beginning of time. This should be good news, but it merely reveals *what the fog was trying to hide in the first place*. This means that instead of fogging, there's now dreadful pop-up and fuzzy 'backgrounds' that are essentially just vaguely mountain-shaped silhouettes. They needn't have bothered – even if the draw distance was so deep that you were able to see a gnat landing on Gan Ning's magic plimsolls from ten thousand yards away, it'd still be boring old *Dynasty Warriors*. We want prominent gameplay changes, Koei.

They've included the 'stronghold' system from *Dynasty Warriors 4: Empires*, but that's more of a distraction than anything else and needlessly increases the already outrageous time it takes to complete a level. Yes, once again you'll be relentlessly slamming men around for upwards of 50 minutes. It's almost as if they *want* repetition to set in. We'd continue, but it'd just depress us. We're sick of *Dynasty Warriors*, at least in its current form, and we wish they'd done more with it. Look at it this way; we'll give you *one more chance*, Koei. One more chance to do something good with the series and win our cold, hard hearts back. Until then, we're no longer on speaking terms. **Andy Kelly**

The Dynasty continues on import now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Crush hundreds of men with an elephant. – Repetitive and duller than a rusty bread knife.	+ Interesting facial hair on the characters. – Blocky, buggy, glitchy and murky.	+ As ever, good period music sets the tone. – Repeating voice samples get right up our ass.

LIFESPAN

Fans rejoice! There's now a separate story mode for each and every character in the game. It should last you aeons.

MINUTES — YEARS

IT'S BETTER THAN...
BLOODRAYNE 2

IT'S WORSE THAN...
SAMURAI WARRIORS

Add 20 to the score if you absolutely love this stuff. But for casual hack 'n' slash fans, *DW5* is unremarkable, slightly lazy and a grave missed opportunity. Sorry.

53

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Practise me

Practise me

Practise me

Practise me

Practise me

Start here

Draw me!

Circa 1907

Picasso me!

Looks silly but still works

Ha Ha your mullet's on fire

TURbo me!

Give in to me!

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INFOSTRIP

DETAILS
Dev: Terminal Reality
Publisher: Majesco
Players: 1
Memory Save: 88kb
Widescreen: No
50-60Hz: Nope
Surround Sound: Nein

PUBTALK
The smart arse thing to say down the boozer.
"While writing Dracula, Bram Stoker never once actually visited Transylvania, just read notes from books. What a complete fraud."

GAMEPIE
20% Killing things, boredly.
20% Killing things, despairingly.
20% Killing things, suicidally.
40% Killing time.

GAMEFAX
Action/Adventure
Violent
Sci-Fi
Shit

TRIVBURST
- Vampire-based hack-and-slash sequel.
- Rayne posed in Playboy's 'Girls of Games' issue.
- Sadly, this is true.
- Soon to be made into a movie. Oh, yes.

ONE OFF THE WRIST: The wrist harpoon in, ahem, action.

COMMUNITY CHEST... And arms and legs, too. What an unfortunate community, eh?

The MONEY SHOT
Here's Rayne 'grinding' down a railing, slicing some men in two. Looks exciting, but lacks any sense of impact or fun. We want to weep.

"WHY DOES IT ALWAYS RAYNE ON ME?"

VISION OFF

***Bloodrayne 2*'s already so thrilling, *you might literally have a heart-attack*, but don't dial 999 until you've seen Rayne's different modes of vision, which all have 'really exciting' effects on the gameplay. There's Blood Rage, which makes you invincible for a few seconds, Aura Vision, which lets you spot hidden doors that only vampires can use (quite) and videogaming's 20 billionth bullet-time mode. It's a revelation! (Sarcasm)**

RAGE AGAINST THE MACHINE: Here's Blood Rage. Kind of like road rage, but less fun than a bank holiday in M1 traffic.

BLOODRAYNE 2

Interview with the vampire. Vampire: "Do you want to play my game?" Us: "No." Vampire: "Oh, right." Us: "Bye."

B*loodrayne 2*, fittingly for a game starring a vampire, sucks. It sucks more than a child with an everlasting gobstopper. It sucks more than a Teach Your Granny To Suck Eggs competition. It sucks more than using Americanisms like 'it sucks' in a UK magazine. It doesn't suck quite as much as ITV's Celebrity Wrestling, mind you, but it's not far away.

Yet *Bloodrayne 2* thinks it's *Devil May Cry 3*. It's all here: loads of slashing action, the vast moves list, lots of combos, sexy ladies and great swathes of supernatural beings. There's even a few *Prince Of Persia*-style platforming bits chucked in for good measure. However, while *DMC3* is an all-out visceral assault on the senses, *Bloodrayne 2* is jerky, boring, graphically inept, lacks any real idea of what makes a decent game in 2005 and believes that chucking skiploads of blood about makes up for the Grand Canyon-sized cracks in its gameplay.

The combat makes up the bulk of the game, so let's slag that off, sorry, discuss that first. Although it technically *works*, you're never called on to do more than hammer □ or ○ to batter generic thugs (and weird punk zombie things – yes, *punk zombies*), or flip them through the air with your, er, wrist harpoon (at which point they literally *float* down to the floor). Annoyingly, they have a tendency to spawn behind you *even when you're standing in a corner*. Then you press △ to feed on their blood – and regain energy – and do a finishing move – a decapitation, say. And when you perform one of these outrageously gory kills, is there a horrible, gut-wrenching squelch or scream of anguish to accompany the action? Oh, lordy, no. There's *silence*, thus lending your incredibly brutal action all the impact of a feather landing on a lake. On a really peaceful day. In Quietville.

THUG UGLY: The baddies tend to just stand in line for their turn to attack.

At least, it's silent *most of the time*. The sound was, when we played it, knackered. Sometimes, the thugs do holler in pain. But not usually. Then you can lay waste to a statue, and it'll collapse without a sound. Other times, however, there'll be a dismal 'phmpph' noise. It seemed random. And often, it won't occur until after the event on-screen. It's like a badly-dubbed Eastern European film where people's lips move, but the sound doesn't lurch in until far too late. In fact, the game speech does just that, totally out of synch with the subtitles.

Plus points? Well, er, the controls are responsive enough, we suppose. Rayne has no problem with doing what she's told, when she's told to do it. And if you like breasts, boy, has she got 'em. But really, *Bloodrayne 2* is a mess, in a way we certainly don't remember the first game being. Here's our advice: if you see this in a shop, just take a step back and say, "No, fangs." <dies> **David Cook.**

■ *You can buy this now if you're a mentalist.*

PSM² VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Responsive controls. – An exercise in everything games shouldn't be.	+ The FMV cut-scenes are reasonable enough. – Looks like a bad Mega Drive effort.	+ There is nothing good whatsoever here. – Either nonexistent, or lurches in far too late.

LIFESPAN
Vampires are immortal and live forever, unlike *Bloodrayne 2*, which will last for approximately ten minutes before you turn it off.
MINUTES — YEARS

IT'S BETTER THAN...
HE-MAN

IT'S WORSE THAN...
DEVIL MAY CRY 3

***Bloodrayne 2* is derisory. Vampires should have bite, but this has none – though it does have a lot of something similar-sounding that begins with a 'sh'...**

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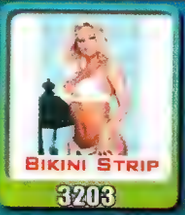

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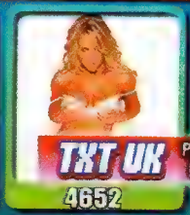

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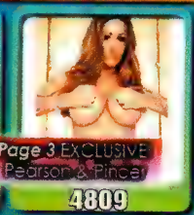

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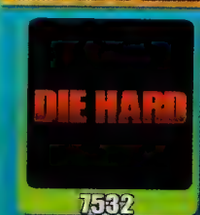

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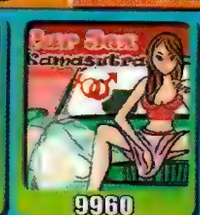

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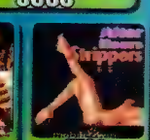

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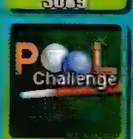

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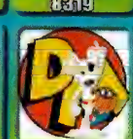

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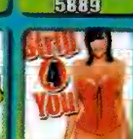

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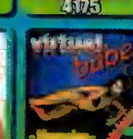

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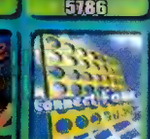

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2.	4508	TONY C. FT P. KAY	>	...Way To Amarillo
3.	8371	WILL SMITH	>	Switch
4.	8353	50 CENT	>	Candy Shop
5.	4698	MARIO	>	Let Me Love You
6.	5401	ICE CUBE	>	You Can Do It
7.	7451	EMINEM	>	Mockingbird
8.	8098	XTM &DJ CHUCKY>		...Wings of Love
9.	7874	DJ SAMMY	>	Heaven
10.	5872	SCOOTER	>	The Logical Song

R'N'B Top 10

1.	8371	WILL SMITH	>	Switch
2.	8353	50 CENT	>	Candy Shop
3.	4698	MARIO	>	Let Me Love You
4.	5401	ICE CUBE	>	You Can Do It
5.	7451	EMINEM	>	Mockingbird
6.	3563	EMINEM	>	Like Toy Soldiers
7.	8250	BLACK EYED PEAS	>	Dont Phunk With...
8.	5275	CIARA	>	1 2 Steps
9.	4658	NELLY FT TIM MCG..	>	Over Over
10.	7493	SNOOP DOGG	>	Sign

Fart Top 10

1.	4082	SOUTH PARK FART SONG		
2.	4079	BURP BOY		
3.	3120	BLOW RASPBERRY		
4.	2362	WATERY FARTY		
5.	2351	BARF		
6.	2247	SIZZLING FART		
7.	2492	BURP-ALICIOUS!		
8.	3846	GO PEE		
9.	6186	OH FART FOR MAN		
10.	2385	FART & BURP MAN		

REAL Top 10

1.	1259	AKON	>	Locked Up
2.	2219	GORILLAZ	>	Feel Good Inc
3.	6157	TONY CHRISTIE	>	...Way To Amarillo
4.	2221	THE GAME	>	Hate It or Love It
5.	2222	THE CORAL	>	In the Morning
6.	8759	EMINEM	>	Mockingbird
7.	6874	BODYROCKERS	>	I Like The Way
8.	2224	K. OSBOURNE	>	One Word
9.	6191	WILL SMITH	>	Switch
10.	6162	50 CENT	>	Candy Shop

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2361	Borat (Ali G)
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1143	Kat Slater (Ba)
1069	Mel b (Ba)
1067	Michael Jackson
1159	Ozzy Osbourne
1151	Alan Partridge
1102	Ali G
9086	Kenny Craig
9088	Marjorie Dawes

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5093	Scary Voice
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5824	>	GIRLIE GAMES	
5409	>	TV FLASH	
5415	>	JIGGY WITH ELMO	
413	>	MEET THE GIRLS	

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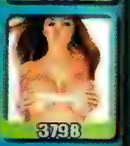
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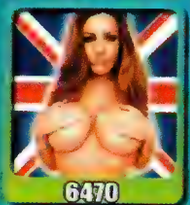
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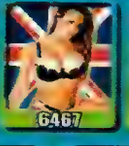
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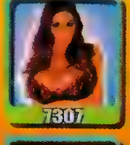
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INFOSTRIP

DETAILS
Developer: Konami
Publisher: Konami
Players: 1
Memory Save: 93kb
Widescreen: yes
50-60Hz: yes
Surround Sound: Dolby Digital

PUBTALK
The smart arse thing to say down the boozer.
"Suikoden's 108 Stars of Destiny are inspired by an actual Chinese tale, called Outlaws of the Marsh, written in the 14th Century."

GAMEPIE
10% Following the interesting storyline.
45% Trudging through the ocean.
45% Annoying random battles.

GAMEFAX
RPG
Sequel

TRIVBURST
- 108 characters to recruit.
- Putting certain characters together unlocks combo moves
- Mini-games from a spinning top affair to a kind of Mahjong.

The MON£Y $HOT
It's the Rune of Punishment, which gets embedded in the back of our hero's hand and is slowly draining away his life. Like listening to G4.

TOWN AND OUT: The towns are full of people for you to chat to.

BATTLE AXE: Random battles are dull – and there are way too many.

YOU SUNK MY BATTLESHIP!

The old fashioned Naval Battles are a pleasant diversion from the main game. It's a bit like an old PC game, with you moving your ship about on a grid until you're within range of your enemy and then firing with the opposite type of magic 'Rune Cannon' from your enemy until one ship sinks. We're not quite sure what getting hit by a 'rune' actually does, but best not take the risk, eh?

A BLAST FROM THE PAST: The battleship mini-game is a bit of a blast from the past but one of the more fun diversions.

"YOU MIGHT LIKE THIS – JUST SUIK IT AND SEE"

SUIKODEN IV

A ship-based RPG cast adrift on a sea of mediocrity.

All RPGs follow a basic format: po-faced hero and band of mercenaries travel a diverse world to cure curse/save planet by fighting monsters, with occasional stop-offs to play card/dice games, demonstrating that heroes are also incorrigible gamblers. *Suikoden IV* fits the format nicely but it lacks the single most important element of an RPG – heart.

Although this is the first *Suikoden* to be released in Europe, the series has been around since prehistory. Well, a decade, at least, and it's retained some clever gameplay twists throughout. The best of these is the 108 Stars of Destiny, who sound like a jazz fusion band, but are, in fact, the army of characters you can find and recruit throughout the world to be in your party, each with their own story and stats. In the previous three games you could have six of these characters in your party at a time, providing a wealth of combo attacks to unlock and more destiny than you can shake a fishcake at, but *Suikoden IV* has pared the game down. Now you can only have four party members and battling has been vastly simplified, with only a few attacks available. Other elements such as *Suikoden III*'s Trinity Sight System, which allowed you to play the game from three different viewpoints. have been removed altogether.

So is there anything in the series' European debut to get the blood pumping? Initially, the idea of your characters sailing the high seas seems cool (if reminiscent of *Zelda: Wind Waker* on GameCube – sort of) but with random battles popping up every couple of seconds, it's difficult to actually get anywhere, and the ship is as clunky to control as a real galleon. On a sea of syrup. There are some fun mini-games, like a rock/paper/scissors ship battle and the requisite card games but they're basic affairs and feel outdated.

The islands are quite pretty, but the graphics remain so-so. There's a meaningful plot and some brilliantly realised characters, but wading through the copious random battles means you're likely to give up before you get involved with them. Just as it has discovered Europe, *Suikoden's* lost heart, rather like Christopher Columbus pitching up on American shores and going, "Nah, can't be arsed, actually. Let's go home and watch Neighbours instead." Or something, *Suikoden* fans will buy it regardless, but trust us, you're going to be at least mildly disappointed. **Kirsten Kearney**

■ Set sail for your local games store *now*.

PSM2 VERDICT

GAMEPLAY
+ Random battles are blissfully short...
– ...but they crop up every few seconds.

GRAPHICS
+ Bright and breezy south sea island setting.
– Too basic to bring the setting to life.

SOUND
+ Nice opening theme and voice acting.
– Boring dungeon themes and mute lead character.

LIFESPAN
There's 30 hours here not including side-quests, but only die-hard fans will care enough to see it through.
MINUTES — YEARS

IT'S BETTER THAN...
.HACK

IT'S WORSE THAN...
STAR OCEAN 3

Devotees of the series are unlikely to be impressed by the way the game has been simplified. With outmoded gameplay, there's little here to recommend it.

6.5

INFOSTRIP

DETAILS

Developer: Jester
Publisher: Jester
Players: 1-2
Memory Save: 87KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | Official License | Extreme Sports | Shit

RACE/OFF: "We're just popping out to buy *MotoGP 4* instead. Back soon!"

BILE OF MAN: Look at the intensity of this race! Oh, wait. Where's everyone gone?

"ISLE OF MAN RESIDENTS, GET READY TO WRITE COMPLAINING LETTERS."

TT SUPERBIKES

Mr T Superbikes would have been better.

There are loads of interesting things about the Isle of Man. There's the TT bike races from which this game is licensed. Then there's... oh. OK, there's *one* interesting thing about the Isle of Man. And *TT Superbikes* makes the intensity of a competition that's more manly than Manfred Mann seem about as interesting as, well, the Isle of Man. After the pubs have shut.

Now, this is especially criminal as this is the same game as *Isle Of Man TT Superbikes* (59%, PSM2#53), pulled from the schedules late last year. And *nothing* has changed. Bad news, really, as we've realised that we were generous in its marking.

It's just lacking any sensation that you're actually hurtling down country lanes at improbable speeds on a colossal piece of metal. Instead, it feels more like you're ambling along at a pace more suited to the average Last Of The Summer Wine actor than velocities that'd make Road Runner think twice. It doesn't help that visually it's poor. The country lanes are bland and the spectators are cardboard cut-outs.

Matters improve somewhat in first-person view, the speed of which actually at least gives the vague impression that you might be on a motorbike, but it's still simply, well, rubbish. And it's 35 quid. Even for a tenner, *TT Superbikes* would barely be worth the dosh. At full-price, it's rendered completely pointless. Just like the Isle of Man, really. Send your angry letters to... **David Cook**

■ TT Superbikes *is out now.*

PSM2 VERDICT

This bears as much resemblance to *actual TT racing* as a small pebble does to Marie Antoinette. There's some fun, but not enough to warrant the cash.

41

INFOSTRIP

DETAILS

Developer: Milestone
Publisher: Lago
Players: 1-2
Memory Save: 530kb
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving | Official License | Hard | Shit

LET IT LIE: What these shots don't show is just how jaggy it looks when in motion.

"A RIGHT LOAD OF SCAR-SE"

S.C.A.R. – SQUADRA CORSE ALFA ROMEO

Driving + RPG = boredom. Maths, eh?

SKID ROW: Treat the cars gently – take corners too quickly and you'll skid out.

According to the developers, *S.C.A.R.* is the "world's first Car-PG". We disagree. Loads of racers, from *TOCA* to the daddy, *Gran Turismo*, are 'Car-PGs' – you can buy 'items', upgrade your 'stats' and essentially 'level up'. Replace the Lancer Evo VIII with a goblin and the A/C compressor with a Staff of Hitting +1 and you've got an RPG.

It does have some nice ideas, though, the best of which lets you *intimidate* other racers by nudging their back end or swerving into them. This'll cause them to lose their head, which usually results in a violent and hilarious crash. Then there's Tiger Vision. This lets you <gasp> rewind time. Okay, hardly the most original of concepts, but it becomes genuinely helpful when you cock up a corner or career into another car.

Sounds almost OK, right? Well, it is. It's achingly, painfully OK. Nothing more, nothing less. Everything feels routine, and the soulless menus and sterile visuals make *S.C.A.R.* the Jeff Brazier of gaming – completely lacking in personality. Even the tracks feel lifeless. The car roster is also lacking, with more Alfa Romeo hatchbacks than the Alfa Romeo hatchback factory. On a busy day.

Look, just buy *Gran Turismo*. It's better on every possible level and it's the same price, so you've no excuse not to. And if you buy *S.C.A.R. instead* of that, then you, we're afraid, are a mentalist. And you don't want to be thought of as one of those, do you? Exactly. **Andy Kelly**

■ S.C.A.R. *is out now.*

PSM2 VERDICT

Barely worth a sniff. *GT4* does everything this does and more. Well, except the ability to customize your driver, but that isn't even *that* good in the first place.

50

INFOSTRIP

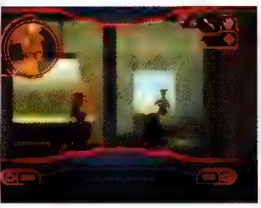
DETAILS
Developer: Eurocom
Publisher: Vivendi
Players: 1
Memory Save: 80kb
Widescreen: No
50-60Hz: No
Surround Sound: No

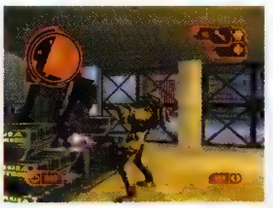
PUBTALK
The smart arse thing to say down the boozer.
"To create the Predator's 'voice' in the movies, the sounds of lions, bears and penguins were combined. One of these is a lie."

GAMEPIE
40% Wrestling with the camera.
30% Tearing men in half.
20% Making your wrist-blade pop in 'n' out
10% No Aliens? No Arnie? Boo.

GAMEFAX
Action
Violent
Official License
Easy

TRIVBURST
- Large, free-roaming city environments.
- Use thermal vision to hunt down your prey.
- Flay men to death and keep their skinned corpses as trophies.





The MONEY SHOT
Just controlling the Predator is a joy. He's a cool character and his space frisbee cuts men in half with one quick flick of the wrist. Satisfying.

WOULD LIKE TO HEAT

As in the films, the Predator can use thermal vision to hunt down prey. It even makes that cool 'whoooosh' sound. Brilliant. As well as this, there's also Neural Scan, so you can get details on specific enemies, Prey Scan and Tech Scan, which reveal certain hidden items. Despite their swish appearance, they do smack of gimmickery and we barely used them except when prompted.

"PRED TO RIGHTS"

PREDATOR: CONCRETE JUNGLE

Not so much a concrete *jungle* as a concrete *bungle*.

Men love to hunt. It's that simple. We can't go for a walk in the park without being overcome by an unstoppable primal urge to tear the ducks apart with our bare hands, feast on their quivering, bloody carcasses and create elaborate trophy hats from their skulls. That's how we were built and if we deny it, we deny the very thing that makes us human.

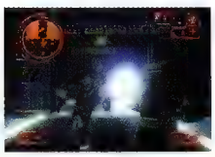
And that's the best thing about *Concrete Jungle* – the thrill of the hunt. You're given free reign of an open environment, you've a series of increasingly brutal weapons at your disposal and the Predator is surprisingly nimble, meaning you can leap across rooftops and clamber up the side of buildings like a giant, scorpion-faced Spider-Man. Sadly, while Eurocom have captured the heart of the outdated license, they've layered it with an exo-skeleton of niggling glitches.

But those flaws. Man, do they spoil things. Like a fluffy, creamy sponge cake laced with mustard. Basically, the problems that plague every generic third-person action game ever are all present and correct, so that means a rubbish, unhelpful camera, lamentable collision detection and a general absence of polish throughout.

Furthermore, after an uncharacteristically excellent opening level (the Predator stalks the solemn, rain-lashed streets of 1940s New York) things take a turn for the unexceptional. After a series of events that are far too boring to go into, the Predator ends up in the year 2029 fighting cyber-gangsters in a futuristic space city called Neotropolis who've somehow managed to harness Predator technology. That means you're fighting people with the *same abilities as you* – sorry, but that's a terrible idea. Okay, so the game would be piss-easy if all we were fighting were puny, defenceless humans, but anything's better than *cyber-gangsters*. Couldn't we have the Predator go up against hordes of heavily-armed riot cops or robots or something?

To be devastatingly frank, this really needed more backing from the publisher. With a bigger budget (and a bigger development team), *Predator* could've been a slice of genius, but as it stands it's a competent but buggy mess, obscuring its fleeting glimmers of greatness in a dense smokescreen of ineptitude. The FMV is engaging and well-designed, the visuals occasionally impressive (the sun peeking over the rooftops of the city is nice) and the idea itself is sound – but poor execution means *Concrete Jungle* fails on every other level. How very depressing. **Andy Kelly**

■ Predator *is hunting your wallet in stores now.*



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Sneaking around hunting hapless foes is initially quite appealing. – Then it all goes rubbish.	+ The Predator looks suitably intimidating. – Bland textures and graphical glitches.	+ The howl of the Predator sounds like the films. – The music doesn't really add to the atmosphere.

LIFESPAN
Lots to unlock, a fair few levels and optional bonus objectives – but can you stand its flaws long enough to see everything?
MINUTES — YEARS

IT'S BETTER THAN...
AVP: EXTINCTION

IT'S WORSE THAN...
SHADOW OF ROME

A terrific idea, but shamefully buggy and unremarkable. We can't recommend this, and it brings a tear to our eye when we think of what it *could've* been.

5/8

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INFOSTRIP

DETAILS

Developer: EA
Publisher: EA
Players: 1 - 8
Memory Save: 333KB
Widescreen: Yes
50-60Hz: No
Surround Sound: No

GAMEFAX

Sport
Official License
Multitap
Hard

"DROP-KICK IT INTO TOUCH"

RUGBY 2005

Just like England, this series has seen better days.

Since Jonny Wilkinson drop-kicked the Aussies to defeat back in 2003, rugby hysteria has petered out <*Not in Wales, boyo – Dan D*>, England are now crap and your copy of *Rugby 2004* is gathering dust. And, just after England cocked up the Six Nations, EA release *Rugby 2005*. Excited? Nor us.

So what's new? Aside from the compulsory sharper graphics and smoother animation, *Rugby 2005*'s packed with major tournaments, such as the World Cup, Tri-Nations and the Lions Tour, and there's a tutorial mode for those that don't know the basics of the – admittedly rule-obsessed – sport. But even with these features, *Rugby 2005* fails on one Twickenham-sized problem – the clumsy gameplay.

Tackles are automatically dished out by guiding your muscle-bound player into the opposition – but more often than not, you'll dive past them erratically. Scrums feel too light, your players aren't that quick and trying to score a drop goal from the default view is a tricky affair (you just can't tell where the arrow's pointing). Passing from scrums and line-outs feels too staged – like when you pull off right-analogue tricks in *FIFA*, the action pauses for a few seconds. And moving one selected player in a particular direction results in the rest of them swarming around in unison. Why? Who knows? But like England's current side, the series has taken a turn for the worse. Hopefully next year it will, ahem, 'try' better. **Nathan Irvine**

■ *Scrum down with* Rugby 2005 *right now*

PSM VERDICT

While it does play a decent game of rugby, this kicks wide of the uprights when it comes to overall entertainment. Why can't it be as good as *Madden*?

61

INFOSTRIP

DETAILS

Developer: Takara
Publisher: Zoo Digital
Players: 1-2
Memory Save: 195KB
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Driving
RPG
Hard
Shit

"CAUGHT BETWEEN A CHOROQ AND A HARD PLACE"

CHOROQ

A confused car game that doesn't know which slip road to come off at.

You'd be excused for thinking *ChoroQ*'s a kiddified racer, full of bright chunky cars with breezy handling. But it's closer in tone to *Gran Turismo 4*. Seriously. Even the intro sequence looks the same, with random words flashing up on screen while glistening sports cars drift around beautiful tracks. And do the similarities stop there? No. So is this game like *GT4*? Erm, no.

You see, *ChoroQ* is another car-PG (see *S.C.A.R.* pg84). But rather than just buying new equipment, you get to cruise around a fantasy town and talk to other cars, the ChoroQs. Yes, the cars talk to one another. It's a bit like a Thomas the Tank Engine, but without Ringo Starr narrating. And with cars. And *much* worse. Anyway, you unlock races by chatting to other motors. You'd imagine these would be child's play, but a sour handicap growls under the sugary bonnet. The tiny cars fight the racing line like tanks over butter, as your rivals chug achingly into the horizon. From changing the chassis to tinkering with engines, *ChoroQ*'s got the lot – but who wants that from a kids' racer? Only children in Mensa and mechanics' offspring are going to have a clue about CPU upgrades.

And on the track, things take a very slow turn for the (even) worse. Even though you can pimp your ride and add turbos and the like, the tuning elements are a million miles from, say, *NFSU*, and the ChoroQs are slow like old ladies' shopping karts. Though adding a new engine will thrust you to the speeds of a child's pram. With lead wheels.

We've played worse, but this colourful and oddly hardcore car-PG isn't worth the twenty notes. Go out and buy a remote control car instead. Much more fun. **Nathan Irvine**

■ ChoroQ *has broken down in stores right now*

PSM VERDICT

For £19.99 you could get a copy of *GT3*, *NFSU* or a Thomas the Tank Engine DVD boxset, all of which are more fun than this. Total dross. Avoid.

25

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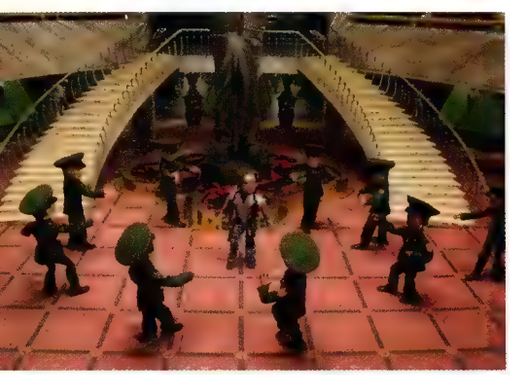
"NO STRINGS ATTACHED. WELL, MAYBE A FEW..."

TEAM AMERICA: WORLD POLICE

Fighting terrorism with puppets? F**k, yeah!

Trey Parker and Matt Stone, the cinematic troublemakers behind South Park, are back with this highly-strung adventure. Spawned from their twisted brains after a planned puppet version of schlockbuster The Day After Tomorrow was shot down by lawyers, Team America takes a scathing look at America's foreign policy. We're introduced to the crack (and crackpot) squad of special forces operatives, Team America, who launch from their hidden base within Mount Rushmore to tackle terrorism wherever it might strike. Trouble is, they're so gung-ho, they usually end up taking out whatever else is in the area too – civilians, markets, puppies, the Eiffel Tower... But when North Korean dictator Kim Jong Il (here portrayed as a cross between a Bond baddie and South Park's Cartman) decides to get rid of our heroes and take over the world, the stage is set for an epic confrontation. And vomiting. And sex. Lots and lots of puppet sex.

"AN EPIC CONFRONTATION WITH ADDED VOMITING AND LOTS AND LOTS OF PUPPET SEX"



STRINGS ATTACHED

For all its hilarious moments, Team America never reaches the comedy highs that the South Park film managed. While that movie had some audiences laughing until they hurt throughout its entire length, this time Parker and Stone only bring the funny in bursts. Still, TA is loaded with biting satire that not only pokes fun at gun-toting right-wing Americans, but also saves some shots for liberal lefties, taking particular delight in (sometimes literally) skewering loudmouth Hollywood types who feel the need to speechify about every subject that rolls along. Which explains why Team America are faced with opposition from FAG, the Film Actors' Guild, who include such notable protesto-types as Susan Sarandon and Sean Penn – and even Parker and Stone's friend, George Clooney. When it's on the money, Team America is very, very funny. But it's never consistently entertaining, and suffers occasionally from troughs of boredom. But you can't deny it's an amazing achievement – given the hell they went through working with puppets, it's a superb-looking film. It's enough to give Thunderbirds creator Gerry Anderson wet dreams for years to come.

STARRING (Voices)
- Trey Parker
- Matt Stone
- Kristen Miller
- Masasa
- Daran Norris
- Phil Hendrie
- Maurice LaMarche
- Dian Bachar

DIRECTOR
- Trey Parker

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ The sex scene is a comedy classic. – But the film simply gots on too long.	+ Some fantastic songs. A proper musical. – The same penis jokes get a little repetitive.	+ Plenty of Making Of material. – But there's no commentary.

EXTRAS

Every question you could have about the string-wrangled stars is answered in the wealth of featurettes. But perhaps Parker and Stone's exhaustion explains the lack of commentary?

IT'S BETTER THAN...
THUNDERBIRDS

IT'S WORSE THAN...
SOUTH PARK

Fitfully funny but always worthwhile. Not as good as the South Park flick, but Team America still deserves to be a bigger success than it was at the cinema.

78

"SHE'S ELEKTRA – SHE'S GOT A FAMILY FULL OF ECCENTRICS..."

ELEKTRA

Jennifer Garner's back in the corset for this Daredevil movie spin-off...

STARRING
- Jennifer Garner
- Terence Stamp
- Will Yun Lee
- Goran Visnjic
- Cary-Hiroyuki Tagawa
- Kirsten Prout
- Natassia Malthe
- Colin Cunnigham
- Kurt Max Runte

DIRECTOR
- Rob Bowman

CERTIFICATE
- 12

PRICE
- £15.99

RELEASE
- Out Now

When we last saw her, female warrior Elektra Natchios (Jennifer Garner) was dying in the arms of boyfriend Matt Murdock at the end of Daredevil. Surprise! She survived, revived by the mysterious Order Of The Hand, led by Terrence Stamp's wise, blind guru. Initially trained as an assassin by The Hand, she's then thrown out and becomes an independent contractor, dealing death for the highest bidder. Her latest job sees her hired to take out a seemingly innocent man (Visnjic) and his daughter (Prout). But as Elektra gets closer to her targets, she realises something else is going on. And when she decides she simply can't carry out the task, the Hand's deadliest assassins show up...

KUNG-FU FIGHTING

This Elektra-focused movie should really be a lot better. Jennifer Garner embodies the comic book character with grace and style, and never looks better than when she's flying about and kicking arse while dressed in unnecessarily tight clothing. Problem is, everything else around her just stinks of shoddy hackwork. Normally reliable helmer Rob Bowman appears blind to the cruddy script, and seems content to throw CGI at the screen to fix any problems. So we're treated to some laughable effects as the Hand's deadly assassins try to take out the troubled heroine. It doesn't help that Visnjic is a bland-as-you-like love interest and Terence Stamp looks like he'd rather be anywhere else, phoning in a take-the-money kind of performance. Bland and often boring.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ A lot of the fights are very entertaining. – A shame the script itself is rubbish.	+ Jennifer Garner works hard in her role. – But it seems oddly full of itself and pompous.	+ Good look at the comic background. – Awfully standard Making Of material.

EXTRAS

Film not expected to sell well on DVD equals basic disc. Boring, backslappy behind the scenes work comprises 99% of the features here. Nice look at the comic's history though.

IT'S BETTER THAN...
CATWOMAN

IT'S WORSE THAN...
BATMAN RETURNS

A by-the-numbers comic book film that does little to help Elektra's chances of another outing. Daredevil (see below) is a far better choice of movie.

43

DAREDEVIL DIRECTOR'S CUT

STARRING
- Ben Affleck
- Jennifer Garner

DIRECTOR
- Mark Steven Johnson

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

When Daredevil was released in cinemas, it got a mixed reaction. Some fans liked it, but many thought it missed the mark. Just about everybody hated the log-fire love scene between Daredevil (Affleck) and Elektra (Garner). Now, director Mark Steven Johnson has been given the chance to go back and fix it all, re-editing the movie to include an entire crime plotline nixed from the cinema. This Daredevil is 100 per cent better than the theatre version, with improved fight scenes (particularly between Daredevil and Michael Clarke Duncan's hulking Kingpin) and less romantic mush. With commentary from Johnson explaining how and why he was able to improve it (hint: the film made money), this is the definitive outing for the 'Devil. No Spider-Man, though.

67

HOUSE OF FLYING DAGGERS

STARRING
- Ziyi Zhang
- Andy Lau

DIRECTOR
- Yimou Zhang

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

859AD, and China is in turmoil. The government is losing control of the country to mercenary gangs. In an attempt to crack down on the most notorious group – The Flying Daggers – the police despatch Captain Leo (Lau) to locate and infiltrate the gang. His route in is via a beautiful, blind dancer (Zhang), with whom he falls in love. How sweet.

Directed by Hero helmer Zhang, House wants to be the next Crouching Tiger. And while it does come loaded with stunning martial artistry and some glorious cinematography, it's also too long and so stuffed with double-triple-quadruple-crosses that by the finale, you won't give a roofer's thatch who's fooling who or who isn't loyal to who. This is a disappointing missed opportunity. Shame.

51

Films from another space and time

ANIMANIA

ANGELIC LAYER: VOLUME 05

The most inoffensive anime series of all time returns with more robotic doll fights, shrieking schoolgirls and impossible haircuts. In this volume, Misaki experiences some surprising revelations while her mum makes an important decision that may bring them closer together. *Gripping.* Well, not exactly. But if you've been following the series, this is a must.

69

LAST EXILE: VOLUME 01

From one of Japan's most renowned anime studios – GONZO (Hellsing, Full Metal Panic!) – comes a rich fantasy series on an imaginary planet where retro-futuristic sky vehicles fill the sky. It revolves around pilots Claus and Lavie, who get entangled in an aerial adventure between two countries gripped in eternal war. Very serious and very good.

83

GAD GUARD: VOLUME 01

Many people have searched for it and many will kill for it. The Gad is a magical stone that, once it makes a spiritual connection with someone, grows into a robot known as a Techode: a mechanical being that obeys the will of the bonded person. You know what this means – *massive robot death.* Epic battles, explosions, people screaming... Heaven for fans of traditional anime like NGE.

79

ALSO RELEASED

A SERIES OF UNFORTUNATE EVENTS: SPECIAL EDITION

Out Now ■ Cert PG ■ Price £24.99

Jim Carrey's back to his gurning best in this dark tale adapted from the successful kiddie books.

70

GARDEN STATE

Out Now ■ Cert 15 ■ Price £17.99

US TV star Zach Braff (Scrubs) makes an impressive debut as writer, director and star of this tale of an actor who comes home for his mother's funeral.

80

OCEAN'S TWELVE

Out Now ■ Cert 12 ■ Price £17.99

George, Brad and the gang are back with their heist society. The team have to plot a big European theft. Looks like it was more fun to make than to watch.

48

THE SPONGEBOB SQUAREPANTS MOVIE

Out Now ■ Cert U ■ Price £19.99

The weird and wacky world of SpongeBob hits our movie screens. Surfing on David Hasselhoff? Only in cartoons.

73

COMING SOON

©PARAMOUNT / THE KOBAL COLLECTION / GORDON, MELINDA SUE

PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge.

TOP FIVE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 4
4. MIDNIGHT CLUB 3: DUB EDITION
5. TOCA RACE DRIVER 2

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

EXTREME SPORTS

1. SSX3
2. TONY HAWK'S PRO SKATER 3
3. SSX TRICKY
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALIEN HOMINID	Zoo Digital	61	74%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
ALTERED BEAST	Sega	61	42%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
AREA 51	Midway	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ASTRO BOY	Sega	61	69%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
THE BARD'S TALE	Ubisoft	60	74%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	Ubisoft	60	82%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAMPIONS: RETURN TO ARMS	Ubisoft	60	69%	
CHAOS LEGION	Capcom	39	86%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this.				
COLD FEAR	Ubisoft	60	83%	
COLD WINTER	Vivendi	62	80%	
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONSTANTINE	SCi	60	60%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEATH BY DEGREES	Sony	60	42%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2.				
DEVIL MAY CRY 2	Capcom	33	72%	
DEVIL MAY CRY 3	Capcom	60	89%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
ENTHUSIA PROFESSIONAL RACING	Konami	62	77%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIFA STREET	EA	60	63%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FIGHT NIGHT ROUND 2	EA	61	89%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FULL SPECTRUM WARRIOR	THQ	61	85%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GALLOP RACER 2	Zoo Digital	60	34%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	Atari	62	47%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOD OF WAR	**Sony**	**62**	**92%**	
A lesson in intense gaming, *God Of War* grabs you by the balls and doesn't let go.				
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2.				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom... (almost) nothing beats it. A great leap for games.				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets.				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into.				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR X2: RELOAD	Zoo Digital	57	66%	
GUMBALL 3000	SCi	29	73%	
GUNBIRD: SPECIAL EDITION	Xplosiv	62	39%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made. This is a must-buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	

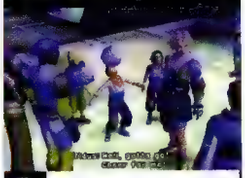
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTING GROUND	Capcom	62	78%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse.				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	THQ	62	68%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN II	KOEI	20	66%	
KESSEN III	KOEI	61	82%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF FIGHTERS: MAXIMUM IMPACT	Ignition	61	79%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEGO STAR WARS	Eidos	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED: FULLY LOADED	Xplosiv	62	70%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	
METAL SLUG 3	Playmore	55	79%	
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	

TOP FIVE

BEAT-'EM-UPS

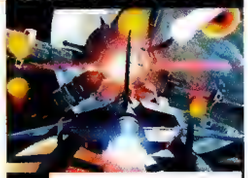
1. SOUL CALIBUR 2
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. MORTAL KOMBAT: DECEPTION

ROLE-PLAYING GAMES



1. FINAL FANTASY X
2. DARK CHRONICLE
3. KINGDOM HEARTS
4. FINAL FANTASY X-2
5. DISGAEA: HOUR OF DARKNESS

SHOOT-'EM-UPS

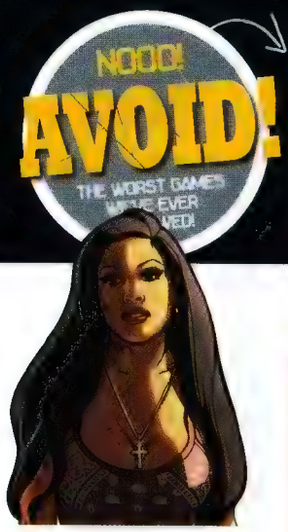


1. GRADIUS V
2. STAR WARS: JEDI STARFIGHTER
3. METAL SLUG 3
4. KILL.SWITCH
5. TWISTED METAL: BLACK

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

■ **BRONZE AWARD:** A very enjoyable and solid game scoring 70-79% | ■ **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | ■ **GOLD AWARD:** A game scoring 90% or more. An absolute classic.



TOP FIVE

DAVE'S FAVOURITE GAMES OF ALL TIME

1 ICO

Shimmering, effervescent, fragile. Simply, the most evocative game on PS2.

2 PRO EVOLUTION SOCCER 4

What more can I say that hasn't already been said? The best football game ever, easy.

3 BURNOUT 3

Burnout 4 will be better, but this is currently the most retina-scalding game around.

4 PRINCE OF PERSIA: SOT

Flamboyant trousers plus pinpoint platforming equals something wonderful.

5 GTA: SAN ANDREAS

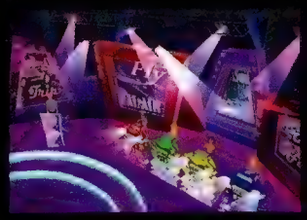
One of the most immersive games ever, you could spend a week just seeing everything here

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONKEY MANIA	Sony	60	69%	
MONSTER HUNTER	Capcom	62	70%	
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	
MORTAL KOMBAT: DECEPTION	Midway	54	85%	
MOTO GP3	SCEE	35	74%	
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	
MX 2002	THQ	14	78%	
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	
MX UNLEASHED	THQ	48	75%	
MX VS. ATV: UNLEASHED	THQ	61	78%	
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NARC	Midway	62	45%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	
NBA BALLERS	Midway	53	82%	
NBA JAM	Acclaim	42	77%	
NBA LIVE 2004	EA	42	84%	
NBA STREET VOLUME 2	EA	35	85%	
NBA STREET VOLUME 3	EA	60	87%	
NEED FOR SPEED 2	EA	55	87%	
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	
NFL STREET	EA	46	64%	
NFL STREET 2	EA	61	55%	
NHL HITZ 2003	Midway	28	80%	
NHL HITZ: PRO	Midway	42	80%	
NIGHTSHADE	Sega	46	73%	
NINJA ASSAULT	SCEE	27	71%	
NO ONE LIVES FOREVER	Vivendi	21	71%	
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	
PAC-MAN WORLD 2	SCEE	33	75%	
PARAPPA THE RAPPER 2	Sony	16	75%	
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
PLAYBOY: THE MANSION	Ubisoft	60	51%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREMIER MANAGER	Zoo Digital	31	80%	
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	
PRIMAL	SCEE	33	79%	
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	
PRISONER OF WAR	Codemasters	24	73%	
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	
PROJECT: SNOWBLIND	Eidos	59	83%	
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	
PTO IV	Koei	48	41%	
PUNISHER, THE	THQ	60	82%	
PUYO POP FEVER	Sega	46	85%	
QUAKE 3 REVOLUTION	Bullfrog	08	85%	
RAINBOW SIX 3	Ubisoft	47	77%	
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platform ng perfection. It gets no better than this. A must for all platforming fans.				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	
RED CARD	Midway	23	80%	
RED DEAD REVOLVER	Rockstar	49	86%	
RED FACTION	THQ	11	88%	
RED FACTION 2	THQ	29	85%	
RED NINJA: END OF HONOUR	Vivendi Universal	61	73%	
REIGN OF FIRE	Bam!	30	71%	
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	
RISE TO HONOUR	Sony	47	71%	
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	
ROCKY	Rage	29	84%	
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	
RUMBLE RACING	EA	10	76%	
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	
SAMURAI	Bam!	25	74%	
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAVAGE SKIES	Big Ben	34	67%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone.				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	
SHADOW HEARTS: COVENANT	Midway	60	84%	
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	
SHADOW OF ROME	Capcom	58	85%	
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	
SILENT HILL 2	Konami	15	88%	
SILENT HILL 3	Konami	36	87%	
SILENT HILL 4: THE ROOM	Konami	52	74%	
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	
SIMPSONS ROAD RAGE, THE	EA	16	76%	
SIMS, THE	EA	31	85%	
SIMS: BUSTIN' OUT, THE	EA	44	79%	
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games.				
SINGSTAR POPWORLD	Sony	62	70%	
SKY ODYSSEY	SCEE	08	79%	
SLAM TENNIS	Atari	25	77%	
SLED STORM	EA	21	76%	
SLY RACCOON	SCEE	31	80%	
SLY 2: BAND OF THIEVES	SONY	55	81%	
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	
SMUGGLER'S RUN	Take 2	03	75%	
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	
SOCOM: US NAVY SEALS	SCEA	30	82%	
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | **SILVER AWARD:** A top-notch PS2 title that scored between 80-89% | **GOLD AWARD:** A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	22%
SCORPION KING, THE: RISE OF THE AKKADIAN	23%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	33%
SHADOW OF ZORRO	35%
SHAUN PALMER'S PRO SNOWBOARDER	35%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	29%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES	
VILLENEUVE'S RACING VISION	23%

SUNNY GARCIA SURFING	
SUPERCAR STREET CHALLENGE	
SURFING H3O	
SVEN-GORAN ERIKSSON'S	
WORLD CUP CHALLENGE	
TETRIS WORLDS	
TERMINATOR 3: ROTM	
TOP ANGLER	
TWIN CALIBER	
WARRIORS OF MIGHT & MAGIC	
WDL WAR JETZ	
WHIRL TOUR	



GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SOS: THE FINAL ESCAPE	Agetec	33	81%	
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPINDRIVE PING PONG	Xplosiv	62	32%	
SPLASHDOWN	Atari	16	75%	
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: CHAOS THEORY	Ubisoft	61	88%	
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	
SPY HUNTER 2	Midway	46	67%	
SPY VS. SPY	Take Two	61	32%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	
STARSKY & HUTCH	Empire	38	77%	
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	
STAR WARS: BATTLEFRONT	Activision	54	77%	
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	
STAR WARS: STARFIGHTER	Activision	09	85%	
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	
STOLEN	Hip Interactive	62	38%	
STREET FIGHTER EX3	Capcom	05	79%	
STREET HOOPS	Activision	28	64%	
STREET RACING SYNDICATE	Codemasters	62	62%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	
SUFFERING, THE	Midway	48	86%	
SUIKODEN 3	Konami	39	66%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	
SUMMONER 2	THQ	29	73%	
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	
SWING AWAY GOLF	EA	05	70%	
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	
TAK AND THE POWER OF JUJU	THQ	47	70%	
TAZ: WANTED	Atari	28	70%	
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	23%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN 5	**Sony Namco**	**61**	**91%**	
And even better again – the ultimate *Tekken*.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	
THIS IS FOOTBALL 2004	Sony	47	75%	
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	
TIGER WOODS PGA TOUR 2004	EA	40	81%	
TIGER WOODS PGA TOUR 2005	EA	54	82%	
TIME CRISIS 2	Sony	16	78%	
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too.				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super.				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	
TRANSFORMERS	Atari	49	84%	
TRANSWORLD SURF	Atari	26	72%	
TREASURE PLANET	Sony	29	75%	
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	
TRUE CRIME	Activision	43	74%	
TUROK EVOLUTION	Acclaim	27	71%	
TWISTED METAL: BLACK	Sony	13	80%	
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001-2002	Take Two	18	48%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	
UFC: SUDDEN IMPACT	Take 2	51	70%	
UFC: THROWDOWN	Ubisoft	27	75%	
UNDER THE SKIN	Capcom	58	70%	
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	
URBAN FREESTYLE SOCCER	Acclaim	45	72%	
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	
VIETCONG: PURPLE HAZE	Gathering	54	71%	
VIEWTIFUL JOE	Capcom	54	88%	
VIEWTIFUL JOE 2	Capcom	58	85%	
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	
V-RALLY 3	Atari	24	81%	
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	
WDL THUNDER TANKS	3DO	06	69%	
WHIPLASH	Eidos	46	72%	
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	
WILD WILD RACING	Rage	03	71%	
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none.				
WIPEOUT FUSION	Sony	19	73%	
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	
WORMS 3D	Sega	42	80%	
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	
WORLD SNOOKER CHAMPIONSHIP 2005	Sega	61	68%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	
WWE SMACKDOWN! VS. RAW	THQ	56	85%	
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	
XGRA: EXTREME G	Acclaim	40	75%	
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	

TOP FIVE

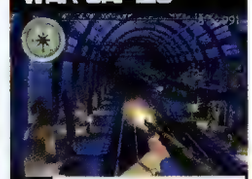
LOWEST-SCORING GAMES

1. JET ION GP (7%)
2. INTERNATIONAL LEAGUE SOCCER (7%)
3. SVEN'S WORLD CUP CHALLENGE (8%)
4. SIMPSON'S SKATEBOARDING (9%)
5. FIGHTBOX (11%)

NINJAS

1. I-NINJA
2. TAKI (SOUL CALIBUR 2)
3. RIN (TENCHU: WRATH OF SHADOWS)
4. HOTSUMA (SHINOBI)
5. RAPHAEL (MUTANT NINJA TURTLES)

WAR GAMES



1. MEDAL OF HONOR: FRONTLINE
2. CONFLICT DESERT STORM 2
3. CALL OF DUTY: FINEST HOUR
4. FULL SPECTRUM WARRIOR
5. BROTHERS IN ARMS

EUPHEMISMS FOR BAD FARTS

1. DARK CLOUD
2. DARK WIND
3. EGGO MANIA
4. DEATH BY DEGREES
5. THE SUFFERING

BRONZE AWARD: A very enjoyable and solid game scoring 70-79%

SILVER AWARD: A top-notch PS2 title that scored between 80-89%

GOLD AWARD: A game scoring 90% or more. An absolute classic.

QUICK TIP: MASHED: FL. TO UNLOCK EVERYTHING, PRESS ↑, →, ↓, ←, ↑, ←, ↓, →, ↑, ↓, ↑, ↓ AT THE MENU.

Pro it.

TRAINING YOU IN THE DARK ARTS OF PS2

96 RESI EVIL OUTBREAK 2

Playing *Outbreak* 2 as a stopgap until *Resi 4*? Then you need our truckload of tips to help you see off the zombies. Until the next time.

98 LEGO STAR WARS

Unlock every secret, character and, er, thing in the game that's so sweet, it makes grown men cry and diabetics feel very ill indeed.

106 PRO DOJO

High scores are an art like any other, and therefore Dojo residents are the equivalent of Da Vinci or Michaelangelo. Or Emin. Can you produce work (i.e. scores) fit for the gallery?

Spanking the posteriors of wilful games with the hard wooden cane of tippage.

TIP OF THE MONTH

IT'S THE PSM2 HIGHWAY CODE. READ OUR TIPS, THEN FLOOR IT. WHO NEEDS BRAKES, ANYWAY?

MIDNIGHT CLUB 3: DUB EDITION

ALL CITIES IN ARCADE MODE
Enter the options screen and select the "Cheats" option. Enter "roadtrip" or "crosscountry" at the cheat menu to unlock all cities in arcade mode.

INCREASE CAR MASS IN ARCADE MODE
Enter the options screen and select the "Cheats" option. Enter "hyperagro" at the cheat menu.

NO DAMAGE
Enter the options screen and select the "Cheats" option. Enter "ontheroad" at the cheat menu.

FASTER PEDESTRIANS
Enter the options screen and select the "Cheats" option. Enter "urbansprawl" at the cheat menu.

ARGO SPECIAL MOVE
Enter the options screen and select the "Cheats" option. Enter "dfens" at the cheat menu to unlock the Argo special move.

ROAR SPECIAL MOVE
Enter the options screen and select the "Cheats" option. Enter "Rjnr" at the cheat menu to unlock the Roar special move.

ZONE SPECIAL MOVE
Enter the options screen and select the "Cheats" option. Enter "allin" at the cheat menu to unlock the Zone special move.

BUNNY HEAD
Enter the options screen and select the "Cheats" option. Enter "getheadl" at the cheat menu.

CHROME HEAD
Enter the options screen and select the "Cheats" option. Enter "haveyouseenthisboy" at the cheat menu.

FLAMING HEAD
Enter the options screen and select the "Cheats" option. Enter "trythisathome" at the cheat menu.

PUMPKIN HEAD
Enter the options screen and select the "Cheats" option. Enter "getheadk" at the cheat menu.

SKULL HEAD
Enter the options screen and select the "Cheats" option. Enter "getheadn" at the cheat menu.

SNOWMAN HEAD
Enter the options screen and select the "Cheats" option. Enter "getheadm" at the cheat menu.

YELLOW SMILE HEAD
Enter the options screen and select the "Cheats" option. Enter "getheadj" at the cheat menu.

ADD $1 TO CAREER MONEY TOTAL
Enter the options screen and select the "Cheats" option. Enter "kubmir" at the cheat menu.

SUBTRACT $1 FROM CAREER MONEY TOTAL
Enter the options screen and select the "Cheats" option. Enter "rimbuk" at the cheat menu.

ATLANTA AND DETROIT POLICE CARS
Successfully complete the game to unlock the Atlanta and Detroit police cars.

CADILLAC ESCALADE ESV
Win the second San Diego tournament to unlock the Cadillac Escalade ESV.

CADILLAC ESCALADE EXT DUB EDITION
Win the Hotlanta tournament located in Atlanta to unlock the Cadillac Escalade EXT Dub Edition; you will also be rewarded $10,000.

CHRYSLER 300C "DUB EDITION"
Win the Balboa Park Tournament in San Diego to unlock the Chrysler 300C "DUB edition".

EL DIABLO RIGID
Defeat Vanessa three times in career mode to unlock the El Diablo Rigid.

KAWASAKI NINJA ZX 12R
Win all street bike races in career mode to unlock the Kawasaki Ninja ZX 12R.

NISSAN SKYLINE
Win all tuner race tournaments to unlock the Nissan Skyline.

SKULLY BIKE
Win all the Chopper of America Bike Club races to unlock the Skully bike.

FLAGS OPTION
Collect all twelve Rockstar Games logos in San Diego to unlock the "Flags" option in your garage.

AGRO SPECIAL MOVE
This move is unlocked in career mode and is only available for SUVs, trucks, and luxury sedans. The Agro meter is charged by hitting traffic and sidewalk clutter. When fully charged, Agro can be activated (or used at a later time) by pressing L3. Agro allows you to plow through the competition, swatting aside any car that gets in your way.

ROAR SPECIAL MOVE
This move is unlocked in career mode, and is available to muscle cars and choppers. The Roar meter is charged through successful drifting. When the special move meter is fully charged, Roar can be activated immediately or saved for later use. When activated by L3, Roar sends out an engine rev so loud that traffic will do anything it can to get out of the way.

ZONE SPECIAL MOVE
This move is unlocked in career mode and available to import and exotic cars, as well as sportbikes. The Zone meter is charged by driving cleanly and avoiding collisions. Collisions will prevent the meter from charging. It is activated by pressing L3. Zone simulates the adrenaline rush of racing at insane speeds by slowing down the world around you to a crawl, allowing you to squeeze around tight turns and get through narrow spaces with ease.

EASY MONEY
In a tournament race, do not finish the last race in first place, but in second or third. Note: Second place is worth more money. Do this as many times as desired for quick money.

EASY BOOST
Get on an opponent's tail until the meter fills up on the right side of the screen then press Nitrous.

BURNOUT BOOST
Hold Hand Brake and Gas when getting ready for the race. After the screen focuses on your car, release Hand Brake. If done correctly, when it is time to go the meter on the right will fill up.

PS2

GHOST IN THE SHELL: STAND ALONE COMPLEX

THREE BONUS COSTUMES FOR TACHIKIMA
Beat the game on normal.

FOUR COSTUMES, UNLIMITED GRENADES, UNLIMITED SMALL ARMS AMMO.
Beat the game in single player mode on easy.

GET UNLIMITED AMMO FOR THE GRENADE LAUNCHER, SNIPER RIFLE, ROCKET LAUNCHER, AND AUTOMATIC ROCKET LAUNCHER.
Beat the game without any continues.

THE FAST ROCKET LAUNCHER, UNLIMITED AMMO FOR THE ROCKET LAUNCHER, BATVOS EXPLOSIVE LASAR GUN AND UNLIMITED AMMO FOR THE LASER GUN
Beat the game with all the fans.

UNLOCK TACHIKIMA AS A PLAYABLE CHARACTER
Beat the multi-player on hard.

UNLOCK TWO NEW CHARACTERS AND THE DOME LEVEL.
Beat the multi-player mode on easy.

UNLOCK THE ARM SUIT AND ARTIFICIAL INTELLIGENCE TANK AS PLAYABLE CHARACTERS
Beat the multi-player on normal difficulty.

NARC

MISSION SKIP
Press L1 + R1 + ⊡ repeatedly.

INVINCIBILITY
Press L1 + R1 + ⊗ + ⊡ repeatedly until a message appears stating that invincibility is enabled.

INFINITE AMMUNITION
Enter the inventory screen, then press L1 + R1 + ↓ repeatedly on a weapon. Only the weapon that was highlighted will have unlimited ammunition, and the code must be repeated for each weapon.

ALL WEAPONS
Press L1 + R1 + R3 repeatedly.

ALL DRUGS
Enter the inventory screen, then press L1 + R1 + L3 repeatedly, making sure you haven't got a weapon highlighted.

SHOW DRUG STASHES
Press L1 + R1 + ← repeatedly.

THE REFINERY
Press L1 + R1 + ◎ + ⊗ repeatedly.

ORIGINAL NARC ARCADE GAME
Collect all 25 stashes of drugs in the U.S.A. to unlock the original *NARC* arcade game.

BONUS MISSION
Collect all 25 stashes of drugs in Asia to unlock a bonus mission.

AREA 51

GRAY ALIEN IN MULTI-PLAYER MODE
Successfully complete campaign mode on the hard difficulty setting to unlock Gray Alien in the multi-player mode.

SECRET TAPES
Find and scan all five databank items in a level to unlock the secret for that stage. The final secret of the game is unlocked when all prior secrets have been found.

ALIEN GRENADE UPGRADE IN LIFE OR DEATH
Search the dead soldier in one of the elevators where Cole starts the level to find a small key. Use it to open the small lockers in the first power conduit pit and find a databank item. It will upgrade the alien grenade so that it will track targets.

DEFEATING THE SUPER BEAST
When fighting the Super Beast, rather than running straight at him, run around in a circle. When he gets near an explosive barrel, shoot it. It does more damage then the BBG. Watch out for his plasma shooting arm as well. When you finish, Edgar will talk to you, and you get to see him.

ARCADE CABINET
In the earlier stages of the game, there are a few cabinets of the original Area 51 arcade machine, complete with red and blue light-guns.

INTERESTING SCANS
During the training levels, scan everyone that you can. You will find some interesting equipment belonging to the MPs, including adult diapers and condoms.

DEFEATING GRAYS
To defeat Grays that use shields, mutate and fire parasites at them. It will bring down the shields faster than any other weapon in the game.

MONSTER HUNTER

UNLOCK ANCIENT POTION
Combine Kelbi Horn + Immunizer.

UNLOCK ANTIDOTE
Combine Antidote Herb + Blue Mushroom.

UNLOCK ANTIDOTE FLUTE
Combine Flute + Antiseptic Stone.

UNLOCK ANTIDOTE S
Combine Antidote Herb + Huskberry.

UNLOCK ANTISEPTIC STONE
Combine Earth Crystal + Bitterbug.

UNLOCK ARMOR FLUTE
Combine Mega Armorskin + Med Monster Bone.

UNLOCK ARMOR S
Combine Huskberry + Armor Seed.

UNLOCK ARMORSKIN
Combine Catalyst + Armor Seed.

UNLOCK ARROWANA BAIT
Combine Cricket + Bugbopper.

UNLOCK BOMB MATERIAL
Combine Sap Plant + Stone.

UNLOCK CATALYST
Combine Honey + Bitterbug.

UNLOCK DRUGGED MEAT
Combine Raw Meat + Sleep Herb.

UNLOCK DUNG BOMB
Combine Bomb Material + Dung.

UNLOCK DUNG S
Combine Dung + Huskberry.

ALIEN HOMINID

UNLOCK HAT #11
Enter 'grrl' as player name.

ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

VIEWTIFUL JOE 2 (M)

14CZ-YQW3-Z7H00
9GBR-ZHF7-E6QWA
INFINITE HEALTH
W93E-NYPZ-F6KDT
NVWP-2JGB-KZ72M
MAX HEALTH
0TNU-Y3VC-4B17U
30PK-R68K-NC23F
INFINITE VFX GAUGE
TGMG-JE2P-ZY45F
142M-D79M-CDYYX
MAX VFX GAUGE
JCY6-KVMM-VCK3M
VoJW-RWRV-RRH95
MAX V-POINTS
22MM-YVAo-2M9Y2
PU50-EZXY-ZDFBD
INFINITE LIVES
2051-XGU9-Z50EF
H38A-23Y5-7KVDN
MACH SPEED LEVEL 3
9VEK-GAAN-6UW8Z
T3KC-MH2J-24H3U
DESPERADO LEVEL 3
922Q-RMPA-8AYRH
2WK5-87WM-NPR5Q
INFINITE V-BOOMERANGS
XoBC-PXB4-QM1V4
BV6M-EJN2-9H849
INFINITE BOMBS
9BA3-CCQC-R9M76
AX2N-KoFD-7V74B
ALL UPGRADES
TQG9-U17T-MQVU2
VK8G-073T-X5NVV
ALL DIFFICULTIES/REALM UNLOCKED
E34D-6Q31-HBV2C
NPET-4FF5-V278C
INFINITE DOUBLE JUMP
0BEM-9MBX-REPDR
95XN-WCMX-EWEDA

THE PUNISHER (M)

QCXX-M9DY-7EYMG
RC3A-3KB2-TBKYJ
UNLOCK ALL LEVELS
BJ38-FEMG-HKZNZ
EVQo-6XQ2-DVA16
BHQV-UAN5-UKE4K
UPGRADE CODES
RD9I-1P73-2IVDQ
INFINITE UPGRADE POINTS
YANE-XTN6-C2V64
PHU6-F218-E24IJ
MAX BODY ARMOR
R1F5-G6YF-9CT20
UZ6X-XMKC-AGKJU
KILL RECOVERY
H8MZ-7R71-RRV19
43TX-Z9Mo-IQDZE
MAX LONGER SLAUGHTER MODE
WQ4C-63HQ-J4BXY
EZZQ-1MFA-3UYUJ
MAX INCREASE ACCURACY
4TPR-QCI6-272J9
TFUN-81Ao-V9PB7
MAX INCREASE AMMO CAPACITY
2K5R-VUYE-N8BV1
J2YV-T9UX-41WAH
INCREASE GRENADE CAPACITY
M9GC-7FGY-PXNK5
54Ng-7P7H-4E5YE
ATTACH SCOPE
H8WE-WDZ2-CZX3C
Z7HA-G3JT-7oVKo
COMPLETE ALL LEVELS
R96T-JZJA-GNV8E
AKoW-8UCV-5BK53
ZX8A-DQ5E-PWFHX

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

SPLINTER CELL: CHAOS THEORY (M)

CFG7-18R3-5CPUV
FN5U-DKFH-8DGG6
AURQ-UWVP-KC961

INFINITE HEALTH
ZW65-3CCK-ZYGHD
XJXF-VTR3-ZWoX4
oD7Q-4ZWG-UJWJ9

ALWAYS IN THE DARK
7KRN-287F-Wo7Mo
Z35K-P88H-JMNKN
VJ9o-7PQZ-CW6YA

TINY SAM
8F2D-KP8X-MACBP
M1G8-8CAW-THQ7U
oMF2-172K-YN23G
Ko4E-QNXQ-o1UCN
WNDM-Q626-NHGCM
ZEW2-FJXG-WF3TN
QE69-WB4A-7CAUV

JUMP CODES
C1R2-V66T-5039T

BIG JUMPS
TENQ-X72T-DX6RN
T4B6-R1NF-J7GJ7
QM81-UE2U-5TR98
6RBM-WN6N-2KRCV
oMF2-172K-YN23G
Ko4E-QNXQ-o1UCN
M1G8-8CAW-THQ7U

BIGGER JUMPS
U2C2-ZHBQ-XPZHB
4KE1-NJZJ-BQZHY
QM81-UE2U-5TR98
6RBM-WN6N-2KRCV
oMF2-172K-YN23G
Ko4E-QNXQ-o1UCN
M1G8-8CAW-THQ7U

SUMMON CODES
EoVH-7KVQ-HWHAg
8UQH-1851-EZQPC

SUMMON MEDKIT
ER1R-HCKU-1iVoP
3B8B-UVZZ-HoFPN
M267-9H4V-8GJP5
NQPC-3KVU-ARH48
Ho46-Bl67-DRJHH
629N-8FQ5-XM4BE

SUMMON WALLMINES
AEM1-8DG2-M77R3
3B8B-UVZZ-HoFPN
M267-9H4V-8GJP5
NQPC-3KVU-ARH48
AW4P-GDRB-PNTVE
EVYA-XPQ3-WQAKF

SUMMON FLARE
9B9C-TBVD-Z7KE5
3B8B-UVZZ-HoFPN
M267-9H4V-8GJP5
NQPC-3KVU-ARH48
26EN-N9H7-ENDX3
6oHY-6EGV-UKCNP

SUMMON HAT
2H71-83JA-VQHiK
3B8B-UVZZ-HoFPN
M267-9H4V-8GJP5
NQPC-3KVU-ARH48
BZXA-DRIG-DQIXU

HE-MAN (M)

UYC6-ZFNZ-9B2BB
9ETX-PUNC-27VKC

INFINITE HEALTH
HPMV-QQP8-TUACN
9NGB-2ZVT-FNMMK
AENC-T6oF-2AWZJ

INFINITE SKULL POWER
5ZPY-9P43-BXoH2
FVM9-NWU3-YH3QE
B3KR-EQ3D-D49Z2

99 LIVES
YBYo-YZDP-MN7VY
67GP-Q8FY-9oFYY

RESIDENT EVIL OUTBREAK: FILE 2

UNLOCK ALYSSA D
Find the requirements SP items

UNLOCK ALYSSA E
Beat Showdown 1 or B1 Extreme battle

UNLOCK CINDY D
Find the requirements SP items. Cost 10000 pts.

UNLOCK CINDY E
Beat Showdown 2 or B2 Extreme battle. Cost 30000 pts.

UNLOCK KEVIN C
Find the requirements SP items.

UNLOCK AIPC AMOUNT SET
Complete End Of The Road (5000pts).

UNLOCK EXTRA BATTLE A-1
Complete any 2 Scenarios (3000pts).

UNLOCK EXTRA BATTLE A-2
Complete any four Scenarios (5000pts).

UNLOCK EXTRA BATTLE A-3
Complete Extra Battle A-2 (10,000pts).

UNLOCK EXTRA BATTLE B-1
Complete any three Scenarios (3000pts).

UNLOCK EXTRA BATTLE B-2
Complete any five Scenarios (5000pts).

UNLOCK EXTRA BATTLE B-3
Complete Extra Battle B-2 (10,000pts).

UNLOCK HARD MODE
Complete End Of The Road (2000pts).

UNLOCK INFINITY MODE
Complete all Scenarios in Very Hard difficulty (50,000pts).

UNLOCK NIGHTMARE MODE
Complete all Scenarios in Very Hard difficulty (10,000pts).

UNLOCK VERY HARD MODE
Complete all Scenarios in Hard difficulty (3000pts).

UNLOCK CG ARTWORK (KEVIN TYPE A)
Complete any three scenarios as Kevin. (500pts).

UNLOCK CG ARTWORK (KEVIN TYPE B)
Complete any three scenarios as Kevin. (1000pts).

UNLOCK SKETCH (KEVIN TYPE A)
Complete any three scenarios as Kevin. (500pts).

UNLOCK DOROTHY
Complete Flashback Scenario with Good ending with any character (5000pts).

UNLOCK FRED, ANDY, JEAN AND TONNY
Complete Desperate Times Scenario (5000pts).

UNLOCK KURT AND KURT B
Complete Flashback Scenario with the truth ending only with Alyssa (3000pts).

UNLOCK MARVIN BRANAGH
Complete Desperate Times Scenario with Kevin type only (4000pts).

UNLOCK MS. WHITE, MS. PEACE AND MS. WATER
Obtain All 260 SP items (50000pts).

UNLOCK NATHAN AND SAMUEL
Complete Desperate Times Scenario on Hard mode (4000pts).

UNLOCK PATRIC & LLOYD
Complete Wild Thing Scenario (3000pts).

UNLOCK REAGAN AND REAGAN B
Complete Flashback Scenario with an Illusion ending and complete the sub-quest (3000pts).

UNLOCK RINDA
Complete End Of The Road Scenario with good ending by bringing her to the helicopter (4000pts).

UNLOCK RITA
Complete Desperate Times Scenario on Very Hard with any character (6000pts).

UNLOCK RODRIGEZ U.S.S.
Complete End Of The Road Scenario (5000pts).

UNLOCK ALYSSA'S VOICE
Collect Alyssa's specific SP items (2000pts).

UNLOCK CINDY'S VOICE
Collect Cindy's specific SP Items (2000pts).

UNLOCK DAVID'S VOICE
Collect David's specific SP Items (2000pts).

UNLOCK DESPERATE TIMES BGM
Complete Desperate Times Scenario (1000pts).

UNLOCK END OF THE ROAD BGM
Complete End Of The Road Scenario (1000pts).

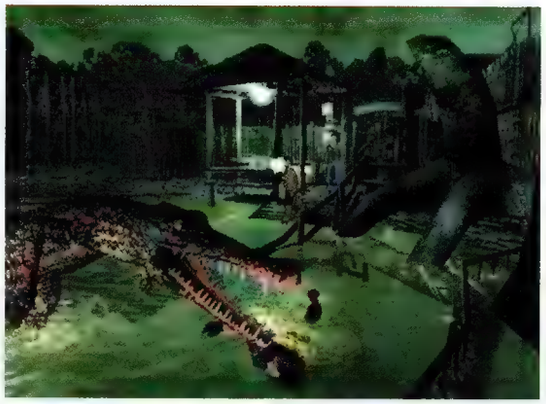
UNLOCK ETC BGM
Complete all Scenarios (1000pts).

UNLOCK FLASHBACK BGM
Complete Flashback Scenario (1000pts).

UNLOCK GEORGE'S VOICE
Collect George's specific SP Items (2000pts).

UNLOCK JIM'S VOICE
Collect Jim's specific SP Items (2000pts).

UNLOCK KEVIN'S VOICE
Collect Kevin's specific SP Items (2000pts).



UNLOCK MARK'S VOICE
Collect Mark's specific SP Items (2000pts).

UNLOCK UNDERBELLY BGM
Complete Underbelly Scenario (1000pts).

UNLOCK WILD THINGS BGM
Complete Wild Things Scenario (1000pts).

UNLOCK YOKO'S VOICE
Collect Yoko's specific SP Items (2000pts).

UNLOCK LEON KENNEDY AND CLAIRE REDFIELD
In order to see Leon and Claire in the police car, you have to beat Desperate Times Scenario with Kevin only. You can do this under any difficulty, but you have to survive the scenario as Kevin. At this time, Leon and Claire were about to go to the RPD police station and Kevin was trying to escape the city.

SEE DAVID AS ZOMBIE
To see David as a zombie, first make sure there is no David type in your group. After that, kill Mr X in his first form so you won't get washed away by the water. Take the valve handle and go to the North Waterworks. In here, use the valve handle and climb the ladder. If you do it right, you will see David as a zombie trying to kill you.

PIPE FIXING SHORTCUT
In the scenario Underbelly, to finish the game you must close the hole on the pipe in the Pump Room. To take a shortcut, play as David and use his vinyl tape to close the hole. But he must have all nine pieces of his vinyl tape.

UNLOCK HAT #12
Enter 'abe' as player name

UNLOCK HAT #4
Enter 'cletus' as player name.

UNLOCK HAT #5
Enter 'april' as player name.

UNLOCK HAT #7
Enter 'superfly' as player name.

UNLOCK HAT #8
Enter 'goodman' as player name.

UNLOCK TOM FULP HAIR HAT
Enter 'tomfulp' as player name.

UNLOCKS HAT #13
Enter 'princess' as player name.

UNLOCKS HAT #14
Enter 'Dandy' as player name.

KESSEN III

EXPERIENCE BONUS IN NEW GAME
Collect all the officer biographies

GET EXTRA STARTING EQUIPMENT
Beat every battle

EXTRA TROOP TYPE
Get all the movies

WIN GOLD BONUS IN NEW GAME
Get all the musical scores

EXPERT MODE
Finish the game on Hard

HARD MODE
Finish the game on Normal

Jamster!

I may be small... ...but I'm cool!

from as low as **30p*** in the mobile Jamster Clubs

see details below

Ringtone Charts

	polyphonic	monophonic
1) Akon - Lonely	Beat5935	Beat5945
2) Tony Christie - To Amarillo	Beat5936	Beat5946
3) 50 Cent - Candy Shop	Beat5937	Beat5947
4) Eminem - Mockingbird	Beat5938	Beat5948
5) Mario - Let Me Love You	Beat5939	Beat5949
6) Snoop Dogg - Signs	Beat5940	Beat5950
7) Elvis vs. JXL - A Little Less...	Beat5941	Beat5951
8) Bodyrockers - I Like The Way	Beat5942	Beat5952
9) Will Smith - Switch	Beat5943	Beat5953
10) Destiny's Child - Girl	Beat5944	Beat5954

Ringtones

	poly	mono
Athlete - Half Light	Beat5955	Beat5973
Bloc Party - Banquet	Beat5956	Beat5974
Caesars - Jerk It Out	Beat5957	Beat5975
Ciara - 1, 2 Step	Beat5958	Beat5976
Eminem - Like Toy Soldiers	Beat5959	Beat5977
Freel. - So Much Love To...	Beat5960	Beat5978
Gwen Stefani - Rich Girl	Beat5961	Beat5979
J. Lopez - Hold You Down	Beat5962	Beat5980
Jem - They	Beat5963	Beat5981
Lemar - Time To Grow	Beat5964	Beat5982
Mariah Carey - It's Like That	Beat5965	Beat5983
McFly - All About You	Beat5966	Beat5984
Razorlight - Somewhere	Beat5967	Beat5985
Rooster - You're So Right...	Beat5968	Beat5986
S. Sisters - Filthy/Gorgeous	Beat5969	Beat5987
Studio B - I See Girls	Beat5970	Beat5988
The Tears - Refugees	Beat5971	Beat5989
Twista - Hope	Beat5972	Beat5990

Video Sweet3606 Game Sweet3607

Ringtone

	polyphonic	monophonic	realtone
Little Birds Rock	Sweet3608	Sweet3609	Sweet3610

Wallpapers

Sweet3616

Videoringtone

Sweety - Tweet Tweet — keyword Sweet3611

Sound Effects

	keyword		keyword
I May Be Small	Sweet3612	Please Pick Up The	Sweet3614
Sweety Goes Crazy	Sweet3613	Hi Sweety, I Love You	Sweet3615

Crazy Animated Screensaver

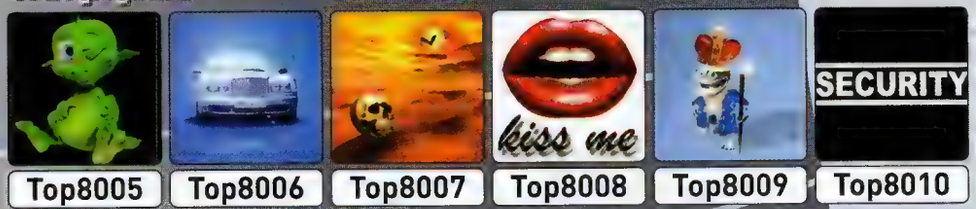
Sweet3619

Theme

Sweet3605

Sweet3617 Sweet3618

Wallpapers



Top8005 Top8006 Top8007 Top8008 Top8009 Top8010

Top8011 Top8012 Top8013 Top8014 Top8015

Top8016 Top8017 Top8018 Top8019 Top8020

Top8021 Top8022 Top8023 Top8024 Top8025

Jamster! Stars

Videoringtones

	poly	mono	real
Dirty Turtles	King6166	King6170	King6174
Brad The Brat	King6167	King6171	King6175
Nessie The Dragon	King6168	King6172	King6176
Crazy Frog Remix	King6169	King6173	King6177

King6178 Nessie Dragon Power

King6179 Crazy Frog Original

Sound Effects

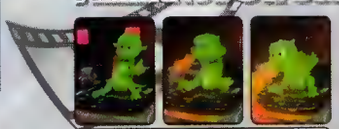
Ali G**	Fx8480	Happy Celebration	Fx8500
Anne And The Ducks	Fx8481	Hello It's Me	Fx8501
Avid Merrion**	Fx8482	Check Your Text	Fx8502
Barking Dog	Fx8483	Hey You!	Fx8503
Belch	Fx8484	Insulting Phone	Fx8504
Best Of Britain*	Fx8485	Kermit And Piggy*	Fx8505
Bogies (Dick & Dom)*	Fx8486	Laughing Mobile	Fx8506
Catch This Call	Fx8487	Like Scary Movies?	Fx8507
Chicken	Fx8488	Lou & Andy**	Fx8508
Countdown	Fx8489	Mr. Prime Minister	Fx8509
Crazy Frog - Funky	Fx8490	Old Telephone	Fx8510
Crazy Frog - Nuts	Fx8491	Peter Kay**	Fx8511
Crazy Frog - Psycho	Fx8492	Pick Up The Phone	Fx8512
Crazy Frog - Teasing	Fx8493	Police Siren	Fx8513
Crazy Frog Original	Fx8494	Stupid Laughter	Fx8514
Door Bell	Fx8495	Submarine Alarm	Fx8515
ET (Cover)*	Fx8496	Teletubbies	Fx8516

**Celeb sound effects are performed by voice artists.

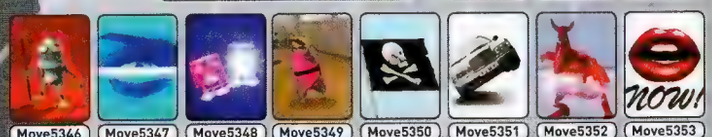
Realtone Charts

1) Akon - Lonely	Tune3340
2) Mario - Let Me Love You	Tune3341
3) 50 Cent Ft. Olvia - Candy Shop	Tune3342
4) Tony Christie - To Amarillo	Tune3343
5) Snoop Dogg - Signs	Tune3344
6) Ciara Ft. M. Elliot - 1, 2 Step	Tune3345
7) Studio B - I See Girls	Tune3346
8) 3 Lions - Football's Coming...	Tune3347
9) Will Smith - Switch	Tune3348
10) S. Strippers - Falling Stars	Tune3349
11) Bodyrockers - I Like The Way	Tune3350
12) Destiny's Child - Girl	Tune3351
13) 50 Cent - Hate It Or Love It	Tune3352
14) The Game - How We Do	Tune3353
15) Eric Prydz - Call On Me	Tune3354
16) The Found. - Build Me Up B.	Tune3355
17) Akon - Locked Up	Tune3356

Animated Screensavers



Move5345 Move5354 Move5355 Move5356



Move5346 Move5347 Move5348 Move5349 Move5350 Move5351 Move5352 Move5353

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Three puzzle games in one with excellent graphics and fun game play!

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Game310

Anakonda - it's like Snake on steroids! Get ready for a totally new take on an old favourite!

Game311

Fernando Alonso invites you to enjoy the elite of pilots, are you up to the challenge?

Game312

Brilliant conversion of the most popular, most playable, best selling 2D football game of all time.

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And choose much more from your club!

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"CAN YOU FEEL THE FORCE?"

LEGO STAR WARS

Be calm young Padawan, PSM2 shows you how to unlock EVERY character and *play* Episode IV.

JEDI TACTICS

Use these hints to find studs faster and be a true Jedi.

1 BLOCKING

When faced with a group of blaster-firing enemies, it makes sense to go on the defensive. Holding ⓡ with the Jedi characters enables them to block all laser shots. But if you push towards the enemy who fired the shot and press ⓡ, you'll deflect their bolt of death back and kill them.

2 FINDING STUDS

Throughout the levels, you'll find countless amounts of studs, which are used to purchase items from Dexter's Diner. The best way to quickly accumulate these studs is to search every piece of scenery, including wall panels, lights and plants. Anything you can use The Force on potentially yields studs.

3 BIGGER ENEMIES

With your lightsaber drawn, double tap ⓧ to do a bigger jump then hit ⓡ to rain down death from above. More potent than a standard attack.

4 BLASTER WIELDERS

When you spot enemies charging from a distance, switch to characters with blasters. This allows you to pick them off before they get near you. They're also able to shoot targets, which activate lifts and bridges.

5 TAGGING

When facing off against bosses who use the Force (Count Dooku, Darth Maul, etc) it's handy to remember that you can tag your partner if they grab you with it. As soon as your character is levitated by the Force, press ⓐ You'll switch to the other player, leaving you free to whack the prone boss about the place.

6 GRAPPLERS

Flashing red targets signify grapple points for blaster carriers. Every time you come across one, switch to a character equipped with a laser and then press ⓡ when you're in the red zone. Not only can you unlock out-of-reach doors, you can also stumble across hidden booties of studs, just desperate to be gathered up.

7 RUN AWAY

Although it feels good trying to lower the enemy count on each level, it also pays to sprint away like a little girl. If there's a switch on a stage, get to it as quick as possible to open doors, activate bridges and generally facilitate your prompt exit. It's not the most exciting way to work your way through the game but it's certainly effective.

8 FREE PLAY

There are mini-kit pieces scattered around each stage, which form spaceships that you can marvel at outside Dexter's Diner. Not all of these pieces are accessible in Story Mode, with some being out of reach, but you can always come back in Free Play, choose the characters that can jump, grapple and so on, and collect them at your leisure.

HOW TO GET EVERY CHARACTER

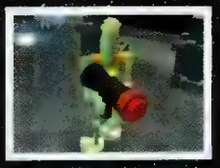
Struggling to unlock the 56 hidden characters? Enter these codes at Dexter's Diner to unlock LEGO legends like Darth Vader.

Name: Anakin Skywalker (Boy)
Special Ability: Crawl through small places.
Code: Complete Ep 1 - Ch 5

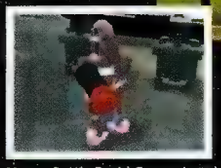
Name: Anakin Skywalker (Jedi)
Special Ability: The Force, Lightsaber, Double jump.
Code: Complete Ep 3 - Ch 2

Name: Anakin (Padawan)
Special Ability: The Force, Lightsaber, Double jump.
Code: Complete Ep 2 - Ch 2

Name: Battle Droid
Special Ability: Blaster.
Code: Complete Ep 1 - Ch 1



Name: Battle Droid Commander
Special Ability: Blaster.
Code: Complete Ep 1 - Ch 1



Name: Battle Droid Geonosis
Special Ability: Blaster.
Code: Complete Ep 2 - Ch 2

Name: Battle Droid Security
Special Ability: Blaster.
Code: Complete Ep 1 - Ch 1

Name: Boba Fett
Special Ability: Crawl through small places.
Code: LA81Y

Name: C8-PO
Special Ability: Switch activation.
Code: Complete Ep 2 - Ch 2

Name: Captain Panaka
Special Ability: Blaster and grappling hook.
Code: Complete Ep 1 - Ch 3

Name: Chancellor Palpatine
Special Ability: Jumping.
Code: Complete Ep 3 - Ch 2

Name: Chewbacca
Special Ability: Crossbow blaster and grappling hook.
Code: Complete Ep 3 - Ch 4

Name: Stormtrooper
Special Ability: Blaster and grappling hook.
Code: Complete Ep 4

Name: Clone
Special Ability: Blaster and grappling hook.
Code: F8B4L6

Name: Clone (Pilot)
Special Ability: Blaster and grappling hook.
Code: BHU72T

Name: Clone (Walker)
Special Ability: Blaster and grappling hook.
Code: RS6E25

Name: Clone (Swamp)
Special Ability: Blaster and grappling hook.
Code: N3T6P8

Name: Commander Cody
Special Ability: Blaster and grappling hook.
Code: Complete Ep 3 - Ch 3

Name: Count Dooku
Special Ability: The Force, Lightsaber, Double jump.
Code: 14PGMN

Name: Darth Maul
Special Ability: The Force, Dual lightsaber, Double jump.
Code: H35TUX

Name: Darth Sidious
Special Ability: The Force, Lightsaber, Double jump.
Code: A32CAM

Name: Disguised Clone
Special Ability: Blaster and grappling hook.
Code: VR832U

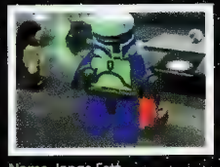
Name: Droideka
Special Ability: Twin lasers and a shield.
Code: DH382U

Name: General Grievous
Special Ability: Four lightsabers, Double jump.
Code: SF321Y

Name: Geonosian
Special Ability: Blaster and flying.
Code: 19D7NB

Name: Gonk Droid
Special Ability: N/A
Code: U63B2A

Name: Grievous' Bodyguard
Special Ability: Staff, Super Jump.
Code: ZTY392



Name: Jango Fett
Special Ability: Dual blasters and flying.
Code: PL47NH

Name: Jar Jar Binks
Special Ability: Super Jump.
Code: Complete Ep 1 - Ch 2

Name: Ki-Adi Mundi
Special Ability: The Force, Lightsaber, Double jump.
Code: DP55MV

Name: Kit Fisto
Special Ability: The Force, Lightsaber, Double jump.
Code: CBR954

Name: Luminara
Special Ability: The Force, Lightsaber, Double jump.
Code: A725X4

Name: Mace Windu
Special Ability: The Force, Lightsaber, Double jump.
Code: Complete Ep 2 - Ch 3

Name: Mace Windu - Episode III
Special Ability: The Force, Lightsaber, Double jump.
Code: MS952L

Name: Obi-Wan Kenobi
Special Ability: The Force, Lightsaber, Double jump.
Code: Start game with him

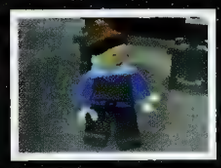
Name: Obi-Wan Kenobi (Ep. III)
Special Ability: The Force, Lightsaber, Double jump.
Code: Complete Ep 3 - Ch 2

Name: Obi-Wan Kenobi (Jedi)
Special Ability: The Force, Lightsaber, Double jump.
Code: Complete Ep 2 - Ch 1

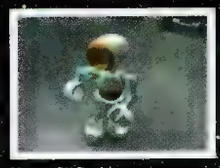
Name: Padme (Battle)
Special Ability: Blaster and grappling hook.
Code: Complete Ep 1 - Ch 5

Name: Padme (Clawed)
Special Ability: Blaster and grappling hook.
Code: Complete Ep 2 - Ch 3

Name: Padme
Special Ability: Blaster and grappling hook.
Code: Complete Ep 2 - Ch 2

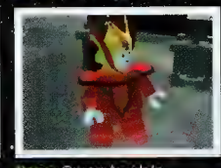


Name: Padme
Special Ability: Blaster and grappling hook.
Code: 92LU7D



Name: PK Droid
Special Ability: N/A
Code: R840JU

Name: Princess Leia
Special Ability: Blaster and grappling hook.
Code: BEQ82H



Name: Queen Amidala
Special Ability: Blaster and grappling hook.
Code: Complete Ep 1 Ch 3

Name: Qui-Gon Jinn
Special Ability: The Force, Lightsaber, Double jump.
Code: Start the game with him

Name: R2-D2
Special Ability: Electric shot, hover, switch activation.
Code: Complete Ep1 - Ch 3

Name: R4-P17
Special Ability: Electric shot, hover, switch activation.
Code: Complete Ep - Ch 1

Name: Rebel Trooper
Special Ability: Blaster and grappling hook.
Code: L54YUK

Name: Royal Guard
Special Ability: Blaster and grappling hook.
Code: PP43JX

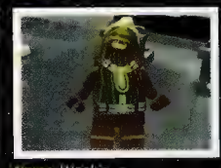
Name: Shaak Ti
Special Ability: The Force, Lightsaber, Double jump.
Code: EUW862

Name: Super Battle Droid
Special Ability: Blaster.
Code: XZNR21

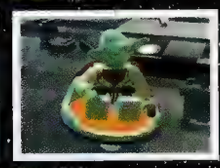
Name: Clone (Episode III)
Special Ability: Blaster and grappling hook.
Code: ER33JN

Name: TC-14
Special Ability: Switch activation.
Code: Complete Ep1 - Ch 1

Name: Darth Vader
Special Ability: The Force, Lightsaber, Double jump.
Code: Complete Ep 4



Name: Wookie
Special Ability: Crossbow blaster and grappling hook.
Code: Complete Ep 3 - Ch 4



Name: Yoda
Special Ability: The Force, lightsaber, fast dodging, flying
Code: Complete Ep 2 - Ch 5

DON'T MISS THESE...

Easter Eggs, tricks and secrets from a galaxy far far away.

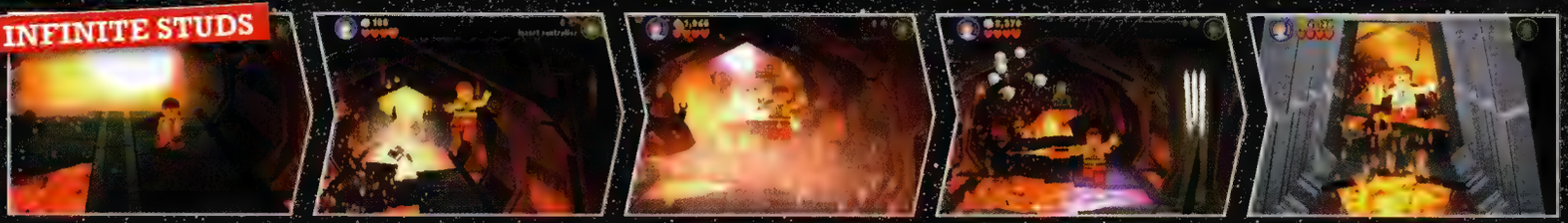
SWEEPING TIME

Turn right when you enter the building in Discovery On Kamino and you'll come across a door with a switch. Use R4-P17 (or R2-D2 if you're playing Free Play mode) to unlock. Switch to any character with Jedi powers, then press ◎ when the brush is highlighted. As you use The Force, the brush will sweep the floor while dropping studs and health.

DISCO

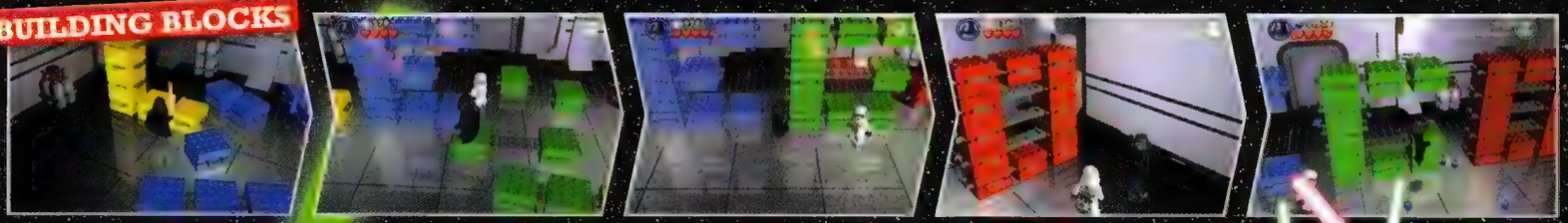
Again in Discovery On Kamino, head left through the door where the gun turrets are. You'll find a room with three Kaminoans stood by a computer. Use The Force on wall lights and the speaker-type objects on the far wall. Light up all the circular panels on the floor and watch as those funky aliens shake their asses to a remixed Star Wars tune.

INFINITE STUDS



A nice little glitch on the Darth Vader level allows you to collect an infinite amount of studs. As you dash across the collapsing platforms, you'll acquire upto 3,000 studs at a time. Because you don't lose any of your collected studs when you die on this stage, you can jump into the lava towards the end and start with the same amount as the beginning.

BUILDING BLOCKS



On the final level, A New Hope, you'll come across a room filled with brightly coloured bricks. These bricks need to be constructed to spell the word 'LEGO'. Use The Force to arrange them in order. Once the puzzle is complete, you'll be showered with thousands of points-worth of studs.

YODA'S CHEATS

Intricate ramblings from the tiny, green wise one...

Codes and advice you seek? The right place you have come. On you read, while a proper speech therapist for I search.

LDH6B	Minikit Detector
YD77GL	Purple
RUCEAT	Tea Cups
G72X4	Big Blasters
L449HD	Classic Blasters
NR37W1	Silly Blasters
SHRUFH	Brushes
4PR28U	Invincibility
RP924W	Moustaches
MS999Q	Silhouettes

Here's a checklist of stud quantities you require to achieve Jedi status on each stage and unlock the mysterious door marked '?' Episode I: chapter I 22,200+, chapter II 40,600+, chapter III 61,700+, chapter IV 25,000+, chapter V 59,300+, chapter VI 42,800+. Episode II: chapter I 46,000+, chapter II 25,000+, chapter III 6,000+, chapter IV20,000+, chapter V 5,000+. Episode III: chapter I 20,000+, chapter II 43,500+, chapter III 6,800+, chapter IV 60,100+, chapter V 54,000+, chapter VI 14,000+.

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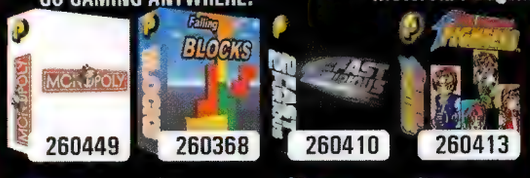

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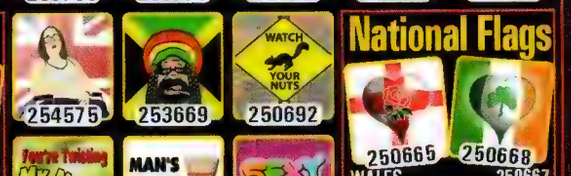

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TITLE/ARTIST	MONO	POLY	TITLE/ARTIST	MONO	POLY	TITLE/ARTIST	MONO	POLY
ASS LIKE THAT - eminem	116139	126139	AXEL F - crazy frog	116025	126025	99 PROBLEMS - jay z & l park	115834	125834
1 THING - amerie	116135	126135	GIRL - destiny's child	115677	125677	MUST GET OUT - maroon 5	115655	125655
WAY TO AMARILLO - tony ft. p kay	115679	125679	HOLIDAY - green day	115494	125494	HOLLABACK GIRL - g stefani	115832	125832
DON'T PHUNK WITH - b eyed peas	116103	126103	LONELY - akon	116024	126024	WAKE ME UP - girls aloud	115289	125289
LOVE ON MY MIND - freemasons ft.	116075	126075	OWNER OF A LONELY - max vs yes	116107	126107	GET DOWN ON IT - blue ft. l kim	115328	125328
CANDY SHOP - 50 cent	115499	125499	I LIKE THE WAY - bodyrockers	115957	125957	BLUEWATER - b rock ft. debra	116026	126026
SIGNS - snoop dogg ft. j timberlake	115520	125520	SO MUCH LOVE TO - freeloaders	115934	125934	CITY OF BLINDING LIGHTS - u2	116086	126086
MOCKINGBIRD - eminem	115264	125264	LYLA - oasis	115946	125946	MADE OF GLASS - kylie	116096	126096
LET ME LOVE YOU - mario	115335	125335	HOLD YOU DOWN - j lo ft. fat joe	115936	125936	YOU AND ME - uniting nations	116102	126102
SWITCH - will smith	115616	125616	FEEL GOOD INC - gorillaz	115935	125935	LIL BIT - 50 cent	116017	126017

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AUSTIN POWERS	221121	221122	HYPNO - LITTLE BRITAIN	221184
ALI G	221119	221120	LADEE - LITTLE BRITAIN	221185
HOMER		221143	LOU & ANDY - L BRITAIN	221186
BIG BROTHER	221117	221118	ONLY GAY - L BRITAIN	221187
MOE - SIMPSONS		221148	URRURRURR - L BRITAIN	221188
SOUTHPARK		221135	OZZY	221150
CHAVVY		221162	MR BURNS	221149

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CHART

	REAL	MONO	POLY
GIRL		175677	115677	125677
HOLLABACK GIRL		175832	115832	125832
IT'S LIKE THAT		175489	115489	125489
WHAT THE FUSS			115961	125961
FILTHY/GORGEOUS		175319	115319	125319
WE BELONG TOGETHER			116106	126106
GIVING YOU UP		175245	115245	125245
SWITCH		175616	115616	125616
GET RIGHT		175424	115424	125424

NU METAL

	REAL	MONO	POLY
BYOB			115989	125989
NUMB/ENCORE		175086	115086	125086
I JUST WANT TO LIVE			115241	125241
THE NOBODIES			115854	125854
I MISS YOU		173552	113552	123552

BALLADS

	REAL	MONO	POLY
JE T'AIME			115975	125975
SIMPLY THE BEST			111406	121406
RED RED WINE		171248	111248	121248
ANGELS		172646	112646	122646
EVERYTHING I DO		174741	114741	124741

URBAN

	REAL	MONO	POLY
DANCE WITH ME			116091	126091
DRY YOUR EYES		174176	114176	124176
POW			115310	125310
COULD WELL BE IN			114941	124941
GRAFTIN'			115282	125282
STAND UP TALL			114390	124390

HIP HOP

	REAL	MONO	POLY
SIGNS		175520	115520	125520
CANDY SHOP		175499	115499	125499
LIKE TOY SOLDIERS		175265	115265	125265
LONELY		176024	116024	126024
OVER AND OVER		174932	114932	124932
1 2 STEP		174858	114858	124858
DROP IT LIKE ITS HOT		174879	114879	124879
THINGS OF THAT NATURE			116140	126140
BABY			116071	126071

PARTYTIME

	REAL	MONO	POLY
SUMMERTIME			116138	126138
BUILD ME UP BUTTER		173009	113009	123009
SUMMER OF 69		172531	112531	122531
U CANT TOUCH THIS		171616	111616	121616

R & B

	REAL	MONO	POLY
LET ME LOVE YOU		175335	115335	125335
LOSE MY BREATH		174703	114703	124703
LOCKED UP			114747	124747
CAUGHT UP		175386	115386	125386
MY NECK MY BACK		172416	112416	122416
SOLDIER		175236	115236	125236

DANCE

	REAL	MONO	POLY
STAR TO FALL		175614	115614	125614
I LIKE THE WAY		175957	115957	125957
SO MUCH LOVE TO GIVE		175934	115934	125934
AXEL F		176025	116025	126025
OUT OF TOUCH		175090	115090	125090
FALLING STARS		175951	115951	125951
ADAGIO			115992	125992
FLASHDANCE		174673	114673	124673

ROCK

	REAL	MONO	POLY
BLACK BETTY			113761	123761
SWEET CHILD O MINE		171258	111258	121258
BAT OUT OF HELL		171286	111286	121286
LIVING ON A PRAYER		171376	111376	121376
NOVEMBER RAIN		172596	112596	122596

THEMES

	REAL	MONO	POLY
HITCHIKERS GUIDE...			116141	126141
THE SIMPSONS			111132	121132
ONLY FOOLS & HORSES		171369	111369	121369
LYNX UNLIMITED AD			115848	125848
ROCKY			112481	122481
GOOD, BAD & UGLY		171181	111181	121181
CITROEN ROBOT AD			115641	125641
MAX AND PADDY'S			116082	126082
LITTLE BRITAIN			115607	125607
DR WHO		173311	113311	123311
BAD BOYS		174319	114319	124319
THE ITALIAN JOB		171622	111622	121622
DIRTY DANCING		171249	111249	121249
GREASE		174757	114757	124757

FOOTBALL

	REAL	MONO	POLY
MATCH OF THE DAY			111126	121126
NEVER WALK ALONE		171351	111351	121351
THE GREAT ESCAPE		171354	111354	121354
SOCCER AM CATWALK			112559	122559
BLUE IS THE COLOUR		171348	111348	121348
I'M FOREVER BLOWING			113653	123653
VINDALOO		171349	111349	121349
GLORY GLORY			111353	121353

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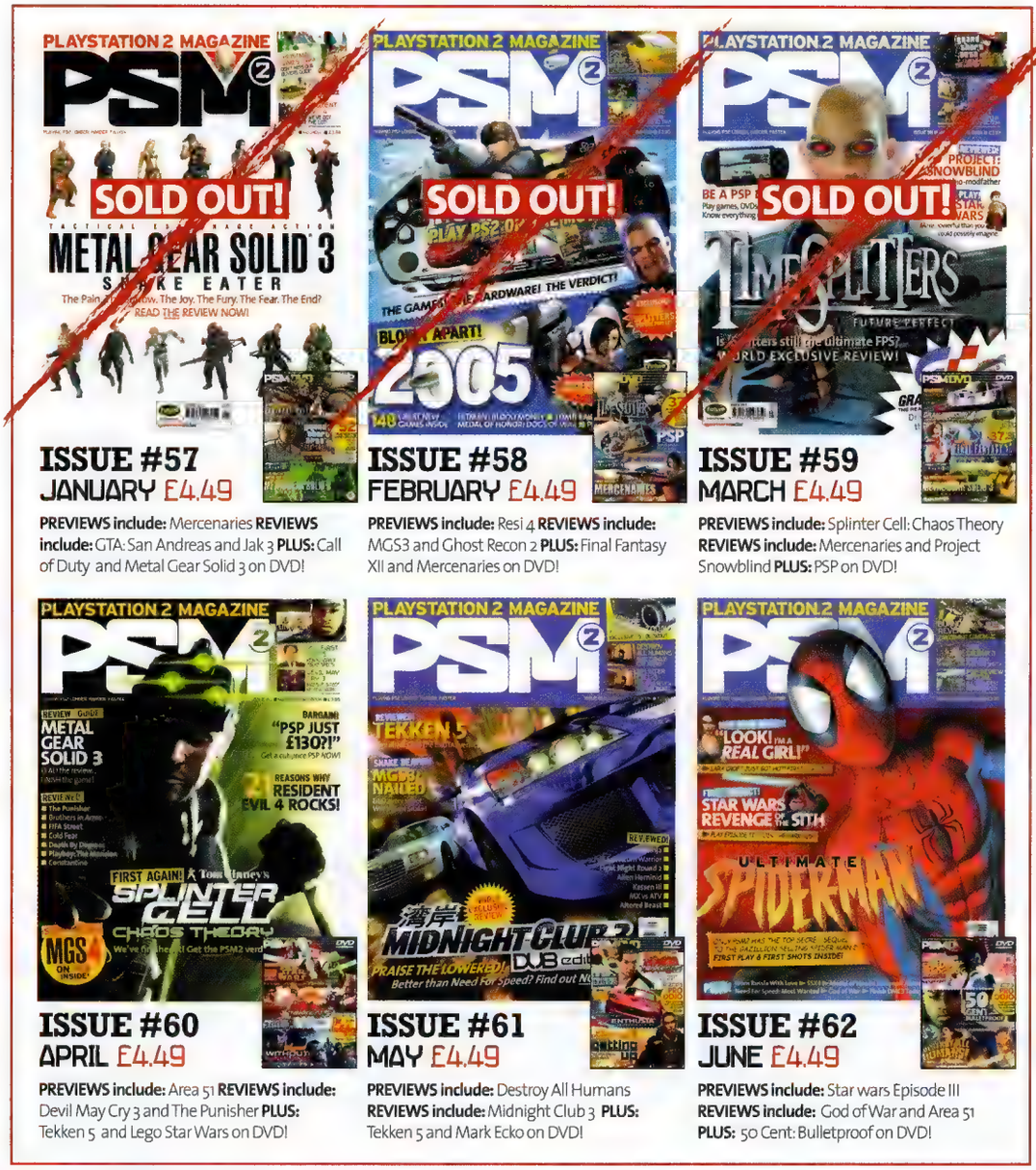
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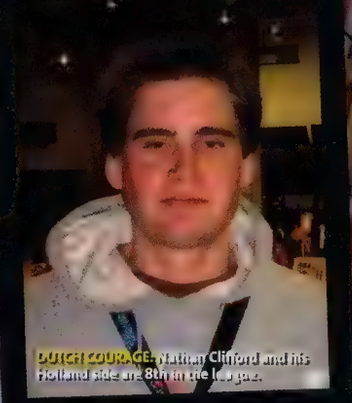
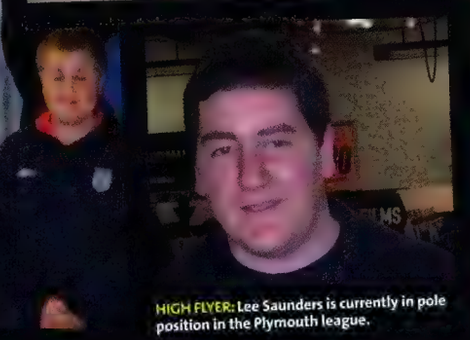
ALL THE ACTION FROM THE OFFICIAL PES LEAGUE. ONLY IN PSM2



DUTCH COURAGE: Nathan Clifford and his Holland side are 8th in the league.



HIGH FLYER: Lee Saunders is currently in pole position in the Plymouth league.

BLINDSIDED: Matthew King (left) looks on as Pin Rathore gurns for the camera.

VENUE 1: VIRGIN MEGASTORE 104 ARMADA WAY, PLYMOUTH
DATE: 23 APRIL 2005

PLYMOUTH LEAGUE FINALLY KICKS OFF

St George's day, and fake registrations mark the start of Plymouth's league...

As we stride up to the door of Plymouth's Virgin Megastore, the queuing hordes must've been listening to the Black Eyed Peas, because they kept screaming out "Let's get it started!" Either that or they were miffed at our tardiness. Anyway, the PES league is now officially underway in Plymouth.

It was difficult enough having to dish out the 50-plus IDs to the league competitors, without some joker's fake registration leading to a few minutes of anger-fuelled confusion. Never mind, onwards to the PES-age. The league's early pace setter is Lee Saunders, whose Dutch team dished out a 4-0 and 7-1 drubbing to his competitors as he roared to the top of the table. Hot on the heels of Mr Saunders are Rob and James Rowberry, both second and third respectively. James was the only man of the afternoon to stifle Saunders' Holland, with his Brazil side grinding out a 1-0 victory. But as the early standards were being set, in walked a latecomer – unshaven and dressed in baggy attire. His name was Pin Rathore, and no sooner had he walked through the door, he was causing a stir. He played four games, he won them all and he scored four in each. Pin's certainly one to look out for. Ultimately, though, what we can learn from the day is that the Guinness adverts are true – good things do come to those who wait. Just ask the competitors of the Plymouth faction, who waited so long for it all to kick-off and went home grinning like Cheshire cats. Well, except Jordan Hicks, that is, who only managed one solitary draw all day. Next time, eh?

VENUE 2: UNIT 1C CASTLECOURT, ROYAL AVENUE BELFAST
DATE: 16 APRIL 2005

BROTHERLY LOVE OVERSTEPS THE MARK

You bring a family member to cheer you on and they suddenly become backseat players. Jeez.

Verbal support from your fellow PES players is good for getting you fired up. But constant criticism spewing from the mouths of a so-called loved one has the reverse effect. Especially if they're not even competing. Alan Lavery was subjected to this treatment as his brother, Gary, picked apart his style and – after a terrible chip which flew over row Z of the crowd – questioned his finishing. Gary knows what he's talking about, though. He won an impromptu game 4-3 against Belfast ref, Ian Megahey, even though he only had ten men. Ben Tinman was welcomed into the fray for the first time, trouncing young Francis Dugan 6-0, and upset championship contender Stephen O'Reilly 2-1. Our player of the month (see next page) Matt O'Neill racked up an impressive 11 points from his six games, and sits comfortably at the top of the league. But a special mention has to go to Phil McLaughlin. After losing his first four games last month, Phil notched up nine points from a possible 12 with his Czech. Republic side. Good work. The last couple of meetings are going to be interesting, that's for certain.

BROTHER BEYOND: A smiling Bellal Yaqub (left) with Phil McLaughlin. That's Phil's brother Mark in the background.

"THAT'S NOT HOW YOU POSE!" PES' coach Gary Lavery (right) with Mark McLaughlin.

PES LEAGUE

WHAT IS THE PES LEAGUE?

So, um, what is the PES league?
It's a national league competition which is sponsored by PSM2 and played on Konami's Pro Evolution Soccer 4. Every year it unearths the finest crop of PES players in the UK and pits them against each other to find the ultimate champion.

What can I win?
Well, if you get to the final, you're in with a chance of winning £500. Not only that, you also get an all-expenses paid trip abroad to take on Europe's finest players. Plus you get to meet PSM2. Too.

Where is the PES league held?
There are venues across the UK. Take a look at the table on the right for a full list.

How can I enter?
Erm... you can't. Registration closed on April 7th, but there's always next year's competition.

PLAYER OF THE MONTH

Each month, a top player shares his winning PES secrets. Like this chap...

This Month:
Matthew O'Neill
League:
Belfast

Favourite Team?
"France, because they've got bags of pace and midfield talent. My opponents can't get their heads round the fact that I don't play Zidane, though. I just don't think he has the pace to fit into my style of play."

Formation?
"4-4-2 with two defensive and attacking midfielders. I usually play Vieira and Makelele in the DMF slots and Wiltord and Pires in the OMF roles."

Tactics?
"Good tackling is my main tactic. I can tackle well. Plus I like to chip the keeper from outside the box." [Not quite the 'tactics' we had in mind, right there, but thanks all the same...]

Secrets?
"There's no big secret, it's all about practicing. I've played *PES* for a long time now because it's my favourite PS2 game. I can quickly get used to the latest versions by practicing a lot in my spare time. But I'd also put my success down to my clinical finishing!"

Last word?
"It's good to see that people are playing to the best of their ability, and may the best man win."

An admirable attitude.

PSM2 + KONAMI

PRO EVOLUTION SOCCER nationalleague 04 05

pesleague.co.uk

LONDON LEAGUE

VENUE 4: VIRGIN MEGASTORE OXFORD STREET, LONDON
DATE: 23 APRIL 2005

LONDON LEAGUE'S CALLING

Where did everybody go?

OUT OF SIGHT: Bade Ade conceals his pad.

Maybe it's because a lot of people lost their first few games. Maybe some people have emigrated. Or is it just that they're all quitters? Whatever it is, the London league has almost halved in numbers. Come back, everyone, we miss you. And Bade Ade's Holland need some more victims. Bade's creeping up the table with a series of 5-0 whoopings. Last year's champion Oz Idris reverted back to PES2 in the time leading up to this month's fixture, leading to a lack of practice that meant a patchy run of results but he's still only four points behind league leader, Perry Bell. This is going to the wire...

LEEDS LEAGUE

VENUE 4: CEX, LEEDS
DATE: 30 APRIL 2005

GROUNDSHARE SHOCKER...

Sheffield's travelling PES players set up camp in their neighbour's backyard.

After the closure of the Sheffield venue, their Leeds 'chums' have taken them (well, a select few) into their home. Very hospitable of them. But no such generosity was offered in the day's proceedings. Poor Thomas Bashford was on the receiving end of stern treatment – losing all seven of his games. Things can only get better, mate. It was business as usual at the top of the league with Shui Ip's French side recording five wins from a possible six.

HE LEEDS THE WAY: Table topper, Shui Ip takes on Alex Cullen.

EXTRA TIME

Selected snippets from the rest of the league

1 Spare a thought for poor old **Baljinder Aulja**. His Brazil side were thumped 9-0 by **Ennis 'The Merciless' Alhashimi**, who also played as the Samba boys.

2 **Stephen Canty** – who came third in the Cardiff league last year – seems to be struggling in his native Dublin league. One win and four defeats is all he could muster.

3 The Early Bird award goes to Liverpool's **Tom McDowell** for turning up for his fixtures at 10am. He was the only one there. Rumours of his earliness being a direct result of 'bed-wetting' are yet to be confirmed.

4 Newcastle referee, **Mark Raffiee**, got his fifteen minutes of fame on Sky One's Soccer AM. He sat in the Luther Blissett stand with his fellow Sunderland fans and got his picture taken with the show's lovely Helen Chamberlain.

5 Early season favourite **Fab Cassandro** suffered his first defeat of the season to **Jianbi Chen**. The former table-topper now lies in the third, with **Alex Lye** and **Gareth Clark** occupying second and first respectively.

6 **Daniel Steenson** may or may not have Danish blood, but he's packing some big balls. He plays as Denmark and is second in the Belfast league – which is dominated by French and Brazilian entries.

7 A special mention goes to Edinburgh's ref, **Gordon Wright**. His sterling organisational skills and voluntary reports (See www.pesleague.co.uk) are of the highest standard. Keep up the good work.

8 **Lee D**'s trademark sprints around the Bournemouth venue will be sorely missed as he signed off his season with four straight defeats.

9 A big thanks goes out to the Internet Department of Virgin Megastore, Oxford Street for donating their stools. And another big 'thanks' to the jobsworth who took them away half-way through the day. *Great.*

10 Get well soon **Alex Brooker**'s girlfriend. He attributed his poor form to her chucking her guts up at nine in the morning. What a guy.

PES'S PREMIER PLAYERS

Who's at the top of the *PES* league in your district? Find out now...

Shwan Namiq – France
Played 13, Won 8, Drawn 1, Lost 4, Points 25

Stephen Clegg – Czech Republic
Played 17, Won 13, Drawn 3, Lost 1, Points 42

Lee Price – Netherlands
Played 20, Won 16, Drawn 2, Lost 2, Points 50

Gareth Clark – Argentina
Played 17, Won 12, Drawn 1, Lost 4, Points 37

Dean Shearer – England
Played 16, Won 12, Drawn 3, Lost 1, Points 39

Matthew O'Neill – Brazil
Played 16, Won 11, Drawn 4, Lost 1, Points 37

Kris Ogirri – Brazil
Played 10, Won 8, Drawn 0, Lost 2, Points 24

Lee Saunders – Holland
Played 7, Won 5, Drawn 0, Lost 2, Points 15

Vishnu Papineni – England
Played 13, Won 11, Drawn 1, Lost 1, Points 34

CANCELLED

Perry Bell – Brazil
Played 13, Won 11, Drawn 2, Lost 0, Points 35

Robert McLean – Brazil
Played 20, Won 15, Drawn 1, Lost 4, Points 46

Nolan Dickman – Brazil
Played 17, Won 15, Drawn 1, Lost 1, Points 46

Richard Marsh – England
Played 20, Won 17, Drawn 2, Lost 1, Points 53

Shui Ip – France
Played 19, Won 15, Drawn 3, Lost 1, Points 48

Vikash Kapoor – Brazil
Played 7, Won 6, Drawn 0 , Lost 1, Points 18

Daniel Dempster – Brazil
Played 16, Won 11, Drawn 2, Lost 3, Points 35

KONAMI

Special thanks to KONAMI

PRO DOJO

NEWS UPDATE! We've added four new challenges this month. Daniel Constable suggested a *Splinter Cell* challenge and we gave him it! Fancy one for your favourite game? Suggest one and we'll add it if we like it.

Are YOU better than the best? The NEW dojo is here, so send in your tapes and show the world what you're made of!

Go on – show us your skills! Either go for the big point challenges or do battle in the tables. A new entry at first place will give you ten points (eight for second, six for third, four for fourth, two for fifth). We then add the new points to your cumulative total (still with us?) to compile the PSM2 leader board where our top players wage an on-going war. And points win prizes, so if you top the leaderboard we'll shower you with prizes from our chums at Konami. It's super easy, so there's no excuse not to enter.

THE CHALLENGE ZONE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

10 Points

BURNOUT 3

WE WANT

- Your highest Crash Mode scores.

RULES

- Tape your highest score on 'Cross Traffic'.

Just when we thought Jesse White had mastered it, Evan and Adam crash in and kick his ass off the top spot. Good work, gentlemen.

THE BEST SCORES

ADAM POVEY	520,184
JESSE WHITE	484,607
TOM LUCAS	453,268
JACK JENKINS	452,840

CHALLENGE #2

10 Points

KILLZONE

WE WANT

- Win a 10 minute death match against 10 bots.

RULES

- No cheats, any level, any weapon set.

New lad Dooley slipped this entry in and foiled Bolton's previously-unbeaten score by a cheeky three kills. Can Sam take it back?

THE BEST SCORES

[illegible]	[illegible] KILLS
SAM BOLTON	[illegible] KILLS
EVAN HARVEY	[illegible] KILLS
ROBERT PAYNE	[illegible] KILLS
STEPHEN MCCROSSAN	49 KILLS

CHALLENGE #3

10 Points

PRO EVO SOCCER 4

WE WANT

- Most goals in the first season of Master League.

RULES

- Five star difficulty, Default (Iorga etc) team.

J.C. Kills edges past long-time leader Barter by three goals. Will Grant fire back? Or have *you* got what it takes to show 'em all?

THE BEST SCORES

J.C. KILLS	[illegible]
GRANT [illegible]	38
SIMON [illegible]	33
J.C. KILLS	31
DAVID COOK (PSM2)	36

CHALLENGE #4

10 Points

THUG 2

WE WANT

- Your highest score on the Australia level.

RULES

- Any skater and strictly no stat upgrades at all.

Evan does a Barter this month and beat his own score, meaning he remains on the throne of skating power. Can anyone beat this score?

THE BEST SCORES

EVAN [illegible]	[illegible]
JAMES HARE [illegible]	1,[illegible],845
DAVID WAGNER	[illegible],550
JOHN BLOND [illegible]	[illegible],920
ANDY KELLY (PSM2)	1,435,345

CHALLENGE #5

NEW CHALLENGE

10 Points

SPLINTER CELL CHAOS THEORY

WE WANT

- Your quickest completion of the Lighthouse level.

RULES

- Any difficulty mode you want and *no cheating*.

The Lighthouse is a good level for a time trial, so get your tapes in ASAP and show us how quickly you can get through it.

THE BEST SCORES

ANDY [illegible]	[illegible]
DAN GROOT [illegible] (PSM2)	35.21
NATHAN [illegible] (PSM2)	44.58
MILF COPPOLA (PSM2)	45.24
DAN DAWKINS (PSM2)	49.54

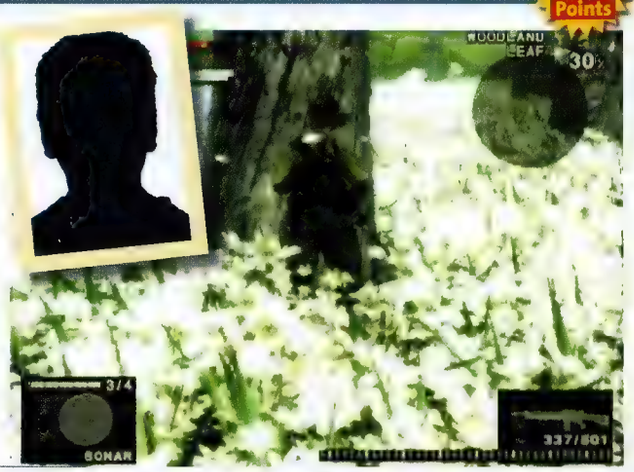
MOMENT OF THE MONTH!

Done something amazing in a game? Show us and you'll score a massive... 20 Points

YOU'RE NOT THE BOSS OF ME!

By J.C. KILLS

Sir Kills has mastered Snake Eater's European exclusive boss battle mode and sent us this tape of him beating The Boss in double-quick time, as well as racking up some serious points – 57754 to be precise. Even better, he beat her using only tranq weapons, earning him all manner of bonuses. Respect this man. His talents are remarkable.



INSANE CHALLENGE OF THE MONTH

THIS MONTH: THE PUNISHER

15 Points

The section where we get you to do fun things for kicks.

GREY'S FUNERAL HOME

Level five of this grisly action/adventure opens with a fantastic coffin-based machine gun scene. How quickly can you 'take care of' the mourners? Record your efforts and stick your tape in the post. Best gets a huge 15 points.

LAST MONTH'S WINNER

WINNING ENTRY – 8 minutes 53 seconds

ADAM POVEY

Good work, sir. Adam beat the *DMC3*'s Cerberus in eight minutes, by far the best time of the tapes we receieved. That's some good killin' there, fella.

CHALLENGE ZONE

grand theft auto San Andreas™

SHOW US YOUR MADSKILLZ!

1

DRIVE TO SURVIVE

BY J.C. KILLS

2

QUAD DAMAGE

BY GRANT BARTER

3

GIVE ME LIBERTY

BY BRIAN DOOLEY

CHALLENGE #6

10 Points

SSX 3

WE WANT

► Your fastest time on the Peak One Jam.

RULES

► Must use character with no stat upgrades.

This is the easiest challenge here, people. Surely *someone* can knock Evan off the top spot? Get recording and show us some skills.

THE BEST SCORES

EVAN HARVEY	[illegible]
CHRISTOPHER [illegible]	5:57
JOEL SNAPE (PSM2)	6:45
ANDY KELLY (PSM2)	6:59
DAN GRIFFITHS (PSM2)	8:19

CHALLENGE #7

10 Points NEW CHALLENGE

GRAN TURISMO 4

WE WANT

► Fastest lap time on the Laguna Seca Raceway.

RULES

► You can use absolutely any car you like.

The *GT3* table has been replaced by... yes, a *GT4* table! So load up your cars and show us your times on the Laguna Seca Raceway.

THE BEST SCORES

DAN [illegible]	[illegible]
ANDY KELLY (PSM2)	[illegible]
DAVE COOK (PSM2)	[illegible]
DAN DAWKINS (PSM2)	0'54"321
JOEL SNAPE (PSM2)	0'57"011

CHALLENGE #8

10 Points NEW CHALLENGE

FIFA STREET

WE WANT

► As England, most goals against Brazil.

RULES

► No rules, except of course, the laws of football.

Dig out *FIFA Street* and get cracking on this challenge. You can only be England, remember. Beat Brazil and show us your best scores.

THE BEST SCORES

NATHAN IRVINE (PSM2)	[illegible]
DAN DAWKINS (PSM2)	[illegible]
DAVE COOK (PSM2)	[illegible]
JOEL SNAPE (PSM2)	[illegible]
ANDY KELLY (PSM2)	0-17

CHALLENGE #9

10 Points NEW CHALLENGE

TEKKEN 5

WE WANT

► Fastest time through regular arcade mode.

RULES

► Any character, vary your move set, please.

Soul Calibur leaves the theatre of conflict and the new champion, the brilliant *Tekken 5*, enters. Send in your arcade mode times, eh?

THE BEST SCORES

DAN DAWKINS (PSM2)	[illegible]
ANDY KELLY (PSM2)	[illegible]
DAVE COOK (PSM2)	[illegible]
DAN GRIFFITHS (PSM2)	[illegible]
JOEL SNAPE (PSM2)	3:42.32

LEADER BOARD

1	GRANT BARTER	93 points
2	J.C. KILLS	76 points
3	EVAN HARVEY	72
4	Paul McAllen	30 points
5	David Savage	30 points
6	Azz Wallis	26 points
7	Brian Dooley	25 points
8	Jack Maggs	20 points
9	Simon Hahn	18 points
10	Jesse White	16 points

BUBBLING UNDER...

Robert Payne	14 points
Jim Concannon	10 points
Paul Deveney	10 points
Kostas Diamantis	10 points
Tom Lucas	10 points
Sam Bolton	10 points
Khalid Al-Jaff	10 points
Christopher Foy	10 points
Simon Douel	10 points
Peter Davies	08 points

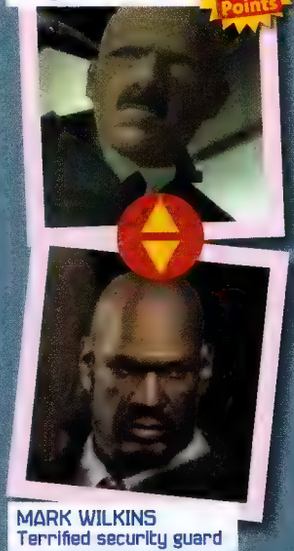
LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

PETER STILMAN
Baldy bomb expert

5 Points



MARK WILKINS
Terrified security guard

From Brian Dooley
"The likeness is quite remarkable. It's the same bloke – jeez!"

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

Plug your PS2's SCART lead into your video, tune your TV to your video and tape your gameplay.

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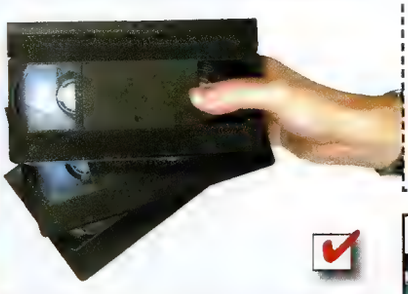


Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

FILL IN THIS FORM!

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1..... Challenge 2.....
Challenge 3..... Challenge 4.....
Challenge 5..... Challenge 6.....
Challenge 7..... Challenge 8.....
Challenge 9.....

I also include (eg. Moment/Insane Challenge of the month)
.....

Name:..... Age:.....
Address:.....
.....
.....
.....

I enclose...

❑ A photograph (with name on back) ❑ A video

ON THE DVD

As of right now, we're featuring our favourite runs on the DVD too. Get involved! Send a tape now!

UNRIVALLED E3 COVERAGE MIDNIGHT CLUB 3 ON PSP BATMAN BEGINS GETS THE REVIEW TREATMENT

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

DESTROY ALL HUMANS!

Cow tossing? Mind control? It might be original, but will THQ's alien menace hold up to a stern PSM2 review laser probing?

BLACK

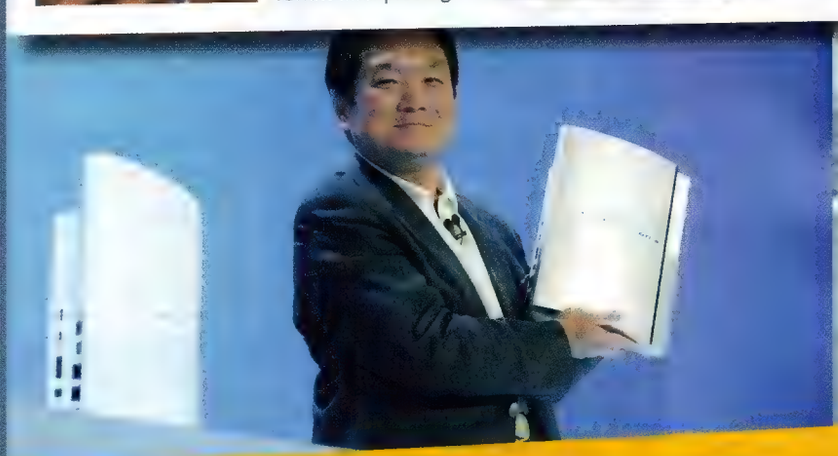
We get an exclusive hands-on with potentially the finest FPS of the year. Cross *Burnout* with *Killzone*... but that doesn't even begin to tell the story.

METAL GEAR SOLID 4

Finally, we get our hands on it. We take Solid Snake's PS3 opus apart – all the secrets, all the details, revealed next month.

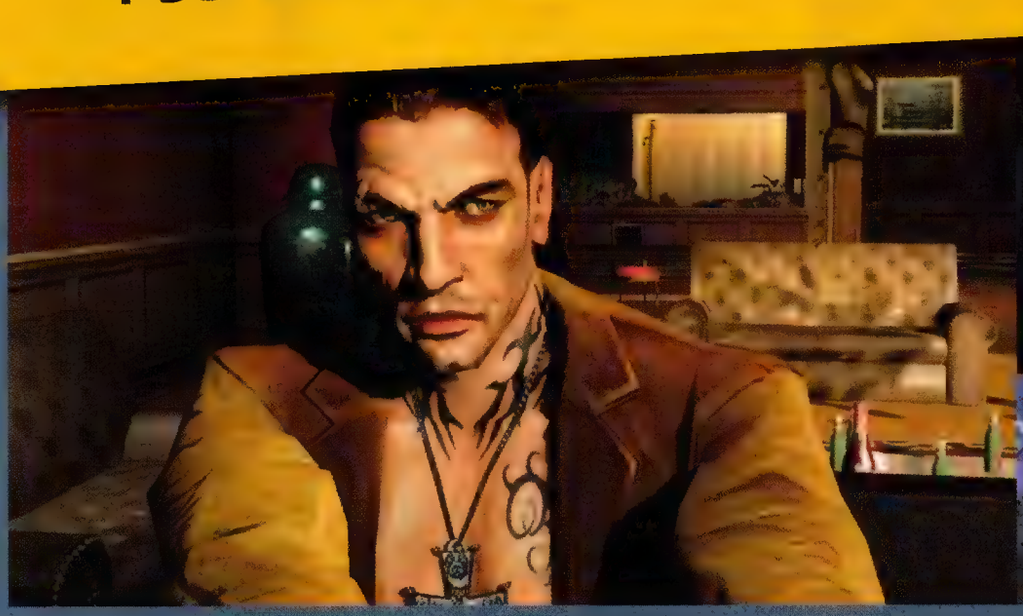
You want more?!

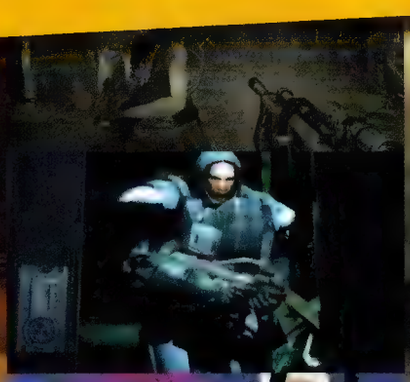
You've got it. We've got the info on *Football Manager PSP*, *Super Monkey Ball*, *Killer 7* and, maybe, a review of *GTA: Liberty City Stories on PSP*. Get that breath bated.



PLAYST

PS3 RIPPED APART! All the games, all the





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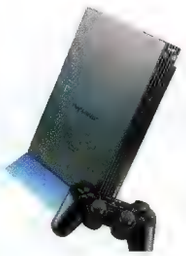

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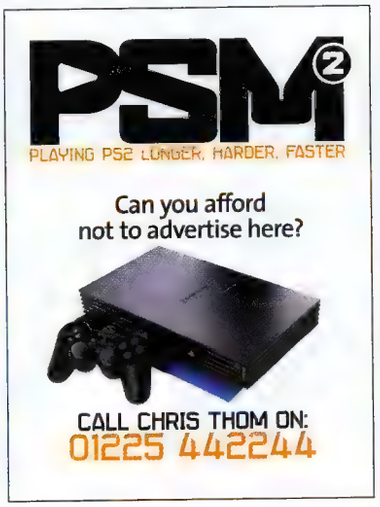
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E3 UNDERCOVER

DAN G'S SPY-CAM

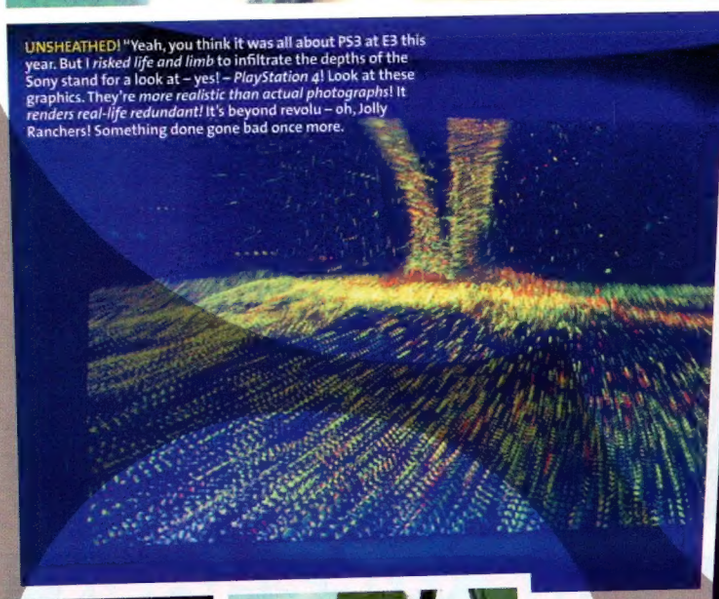
Dan G, PSM2's man on the inside, risks life and limb to bring you the inside scoop on the *real* E3.

REVEALED! "The shots they didn't want *you* to see – real-time rendering of the human face running on PS3. Look at the crags, the spots, the sweat, the... wait a minute. This is *my* face! Aw, fudgepops, I've only gone and pointed the camera the wrong sodding way again. Oww. Why is my brain stinging?"

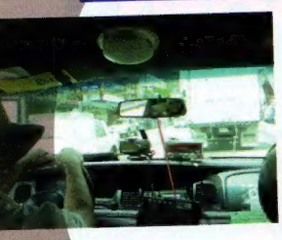
DIVULGED! "Crisp, detailed, *high-resolution* shots of a secret Sony conference. Look at that – you're privy to something only champagne-supping urbanites would normally get to see, but thanks to the PSM2 media chaos collective, we've revealed *all*. Take that, Sony! ...Aw, honeycups. I done messed up *again*."

WHAT'S GOING ON?

Are you tired of fascist websites charging £20,000 for *lies*, *meaningless hocus-pocus* and *recycled gibberish*? Do you buy other magazines and think, "This isn't telling me *anything*. I crave facts and genuine information, not empty non-opinion!" Then arise, Sir Fact – PSM2 are closer than ever to where news actually happens. Man is only 90% water. PSM2 are 100% truth.

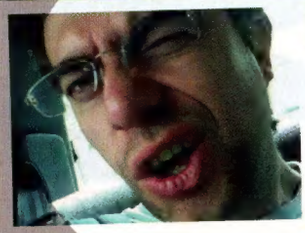


UNSHEATHED! "Yeah, you think it was all about PS3 at E3 this year. But I *risked life and limb* to infiltrate the depths of the Sony stand for a look at – yes! – *PlayStation 4*! Look at these graphics. They're *more realistic than actual photographs*! It *renders real-life redundant*! It's beyond revolu – oh, Jolly Ranchers! Something done gone bad once more.



LOBBED OUT! "Look at these *ultra-secret* shots of *GTA: LA!* See the realism, the spot-on lighting, the 80 gazillion polygons, the clothes store for generic idiots with *no imagination*... wait... oh, cola cubes, these are just my holiday snaps. Durrr."

MADE MANIFEST! "Here's an *actual in-game shot* of Reflections' ultra top secret new *Driver* game, tenatively titled *DrIVer: The Crime Warriors of Crime Land*. Look at the tri-linear flip-flapping and volumetric lighting – it's almost rea... aw, cocopops. This is a photograph of a taxi cab. I'm sad. And my brain is stinging again."



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Army Men: Sarge's War
Athens 2004

B = 0 2
Bad Boys 2
Beyond Good and Evil
Broken Sword 3: S. Dragon
Brothers in Arms
Buffy 2: Chaos Bleeds
Burnout 3: Takedown

C = 0 3
Call of Duty: Finest Hour
Catwoman
Champions of Norrath
Clock Tower 3
Club Football 2005
Colin McRae Rally 4
Conflict: Desert Storm 2
Conflict: Vietnam
Constantine
Crash B'coot: Wr. of Cortex
Crash Twinsanity
Cricket 2002

D = 0 4
Dark Cloud 2
Death by Degrees
Def Jam: Fight for New York
Devil May Cry
Devil May Cry 3
Die Hard: Vendetta
Disgaea: Hour of Darkness
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Dragon Ball Z: Budokai 3
Draken: Ancient Gates
Drakengard
DRIV3R
Dropship
Duel Masters
Dynasty Warriors 4

E = 0 5
Enter the Matrix
Episode III: Rev. of the Sith
Escape from Monkey Island
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick

F = 0 6
FIFA 2004
FIFA Football 2005
FIFA Street
FIFA Street Soccer
Fight Night 2004
Fight Night Round 2
Final Fantasy X
Final Fantasy X-2
Fire Warrior
Formula 1 2004
Full Spectrum Warrior
Futurama

G = 0 7
Getaway
Getaway 2: Black Monday
Ghost Hunter
Ghost Recon 2
Gladiator: S. of Vengeance
Goldeneye: Rogue Agent
Gradius 3 & 4
Gran Turismo 3
Gran Turismo 4
Grand Theft Auto 3
GTA: San Andreas
Grand Theft Auto: Vice City
Grandia 2
Grandia Xtreme
Gravity Games
Great Escape
GTC Africa
Gundam: Journey to Jaburo

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
Headhunter: Redemption
He-Man: Def. of Grayskull
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hulk

I = 0 9
Incredibles
Indiana Jones: Emp.'s Tomb

J = 1 0
Jak & Daxter
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1
Kessen 2
Killswitch
Killzone
Kingdom Hearts

L = 1 2
Lara Croft: Ang.of Darkness
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Lego Star Wars
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2003
Mafia
Manhunt
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Med.of Honor: D. of War*
Medal of Honor Frontline
Medal of Honor: R. Sun
Mercenaries: Pl. of Destruct.
Metal Gear Solid 2
Metal Gear Solid 3: S. Eater
Midnight Club 2
Midnight Club 3: DUB Ed.
Mission Impossible:O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception
MX vs ATV Unleashed

N = 1 4
NARC
Naval Ops:Warship Gunn.
Need for Speed: Undergr.
Need for Speed: Under. 2

O = 1 5
Obscure
007 Everything or Nothing
Outlaw Golf 2

P = 1 6
Pandora Tomorrow
Phantom Brave
Playboy: The Mansion
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prince of Persia: War.Within
Pro Evolution Soccer 3 & 4
Project Zero 2
Punisher

R = 1 8
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3
Red Dead Revolver
Red Faction
Res. Evil: Code Veronica X
Resident Evil: Outbreak
Return to Castle Wolfenstein
Revenge of the Sith
Rocky

S = 1 9
San Andreas, GTA
Scooby Doo: Myst. Mayhem
Scooby Doo: Night of 100 F.
Second Sight
Secret W. Over Normandy
Shadow Hearts: Covenant
Shadow of Rome
Shellshock Nam '67
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
Sims
Sims in the City (The Urbz)
SOCOM 2: US Navy Seals
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Sonic Heroes
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Spider-Man: The Movie
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Splinter Cell
Splinter Cell 2: Pandora T.
Splinter Cell 3
Spy Fiction
Spyro: A Hero's Tail
Spyro: Enter the Dragonfly
SSX 3
Star Ocean: End of Time
Star Trek: Shattered Univ.
Star Wars Episode III
Star Wars: Battlefront
Star Wars: Lego Star Wars
Street Racing Syndicate*
Suffering
Super Monkey Ball Deluxe
Syberia
Syphon Filter: Omega St.

T = 2 0
Teenage Mut.Ninja Turtles 2
Tekken 4
Tekken 5
Tenchu: Fatal Shadows
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator 3: Redemption
The Getaway 2 B. Monday
The Punisher
The Sims: Bustin Out
The Suffering
The Thing
Theme Park World
Tiger Woods Golf 2002
Tiger Woods Golf 2004
Tiger Woods Golf 2005
TimeSplitters: Future Perf.
Tom Clancy's Ch. Theory
Tom Clancy's: P. Tomorrow
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Underground 2
Top Gun: Combat Zones
Total Club Manager 2004
True Crime: Streets of LA
Ty the Tasmanian Tiger 2

U = 2 1
UFC: Sudden Impact
Urbz: Sims in the City
US Navy Seals, SOCOM

V = 2 2
Vampire Night
Vietcong: Purple Haze
Viewtiful Joe

W = 2 3
Warhammer: Fire Warrior
Way of the Samurai 2
World Champ. Snooker '04
World Rally Championship 4
WWE Smackdown vs Raw
WWE Smackdown! 4: S.Y.M.

X = 2 4
X-Files: Resist or Serve
XIII (Thirteen)
X-Men Legends

Y = 2 5
Yu-Gi-Oh! Duellists of Roses

0-9 = 2 7
13 (XIII)

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